

The Gates of Hell

Grimoire of Cosmic Entities Volume One

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Chapter Four: Devils for Dicefreaks

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In my youth, I sought power in strange and dark places; indeed, for a time I summoned lesser Devils to do my bidding, as much as it shames me to admit it. And so it is with the benefit of experience that I warn you now: they are deceivers ever. Oh, they are not liars like the Daemons, for they love the truth, and cling to cold hard reason. No, it is not in lying that they deceive. Rather, it is in justification and rationalization; a lesson I wish I had learnt the sooner.

Perhaps the greatest of their deceptions is in the amount of misinformation that they have allowed to be perpetrated concerning their race; for although the Devils will not lie, they will speak the truth in such a way as to make its meaning manifold. Too often have I seen a learned colleague learn too late the true power of the creature he summoned, and too often are the arcanists of our time seen to focus on the brute strength of the diabolical fiend, forgetting that many of them wield powerful magicks themselves.

For this reason - that is, a healthy interest in self-preservation - I do not summon the Devils any longer. What little I have learnt of their ways can be found in the following pages, along with some notes I have made on the nature of divinity and similar topics. I trust that those who read these memoirs will read them with the old adage in mind: forewarned is forearmed.

Taken from the memoirs of Telm Tallbrow, Oversage of the city of Master during the Age of Reason.

Both the treatises of Melginn and the memoirs of Telm Tallbrow seem suspect in their content. I cannot help but suspect that they were influenced at the time of writing, or doctored since - for what purpose, I cannot truly say. The fact remains, though, that too many inconsistencies abound not only between these two contemporaries, but even within their own works. It does not help that Telm has a reputation in history as a liar himself, and a plagiarist of the worst sort. For one reputed to have died in the midst of a planar binding ritual gone wrong, he comes across as a hypocrite and a fool.

As found in Jaimin d'Elcrys' *Commentary Diabolique*.

Cosmic Ranks and Cosmic Entities Defined

Characteristics

This section highlights the abilities and characteristics accessible to beings with cosmic ranks (CsR).

Cosmic entities and beings with cosmic ranks determine their skills, feats, and the like in a manner identical to gods or epic mortals. Although a cosmic entity does not have access to salient divine abilities, it may possess comparable powers. It behooves one to review specific cosmic entity templates to determine what such powers may be.

A cosmic entity may have some or all of the following qualities, depending on its cosmic rank.

Quasi Divine Rank

A cosmic entity possesses a divine rank of 0 as de-

tailed in *Deities and Demigods*. As a result, it gains certain elements associated with this rank. The characteristics discussed below for the powers based upon cosmic rank are those that supercede any benefits accorded to the divine rank 0.

Cosmic Rank Acquisition

A cosmic entity with cosmic ranks determines its status in the same manner identical to that of gods: the cosmic rank is assigned. Many cosmic entities receive bonuses to their cosmic ranks under special circumstances. For example, Dispat, like most of the Lords of the Nine, receives an additional +3 to his cosmic rank in Dis, allowing him to function as a cosmic rank 18 entity in the Second Perdition. Cosmic rank allows the cosmic entity to parallel the power of a god when it comes to affecting its own realm/layer, imposing its will against other beings, and resisting the cosmic or divine assaults of other similarly endowed entities. A cosmic entity typically does not use cosmic rank as a modifier for armor class, attack bonuses, spell casting level, and similar elements; opposed rank checks and ability checks are an exception to this rule.

Armor Class

A cosmic entity determines its armor class as a mortal being. Many of the more powerful cosmic entities (like the Demon Princes or the Seven Virtues), may have their armor class determined in a manner similar to gods in the event of mortal ascension.

Attacks

A cosmic entity with a cosmic rank of 1 or higher does not treat a roll of "1" as an automatic failure. It does not use cosmic rank to modify attacks or damage.

Saving Throws

A cosmic entity with a cosmic rank of 1 or higher does not treat a roll of "1" as an automatic failure. It does not use cosmic rank to modify saving throws.

Immunities

A cosmic entity may possess an array of immunities, although most are associated with the specific type of template rather than upon cosmic rank. A cosmic entity does not possess the sweeping immunities of gods; however, such immunities, not conditional on divine rank, are not overcome by opposed rank checks. See cosmic entity groupings (templates) to determine immunities.

Regardless of cosmic rank, a cosmic entity can usually expect to be susceptible to effects that imprison or banish it. Such effects include *banishment*, *binding*, *dimensional anchor*, *dismissal*, *imprisonment*, *repulsion*, *soul bind*, *temporal stasis*, and *trap the soul*. Bear in mind that the common names for a cosmic entity may not be its True Name. Thus spells like *imprisonment* are of limited value against a Herald of Holiness as the name to which it is referred is not its True Name.

A cosmic entity is resistant to the attempts to rebuke or turn it. Interestingly, although it is utterly immune to turning/rebuking attempts by gods and other cosmic entities, the cosmic entity is not immune to such attempts by powerful mortals. In such cases, the cosmic entity receives turn resistance equal to half of its spell resistance, as described in the *Epic Level Handbook* under the Planar Turning feat.

Spurn the Divine

A cosmic entity is resistant to the powers of the gods. When determining if a cosmic entity can be affected by divine power, it is entitled to an opposed rank check to see if it is immune or resistant to divine assaults; the cosmic entity is entitled to a bonus to its rank check as if it were a deity with the same divine rank as it has cosmic ranks (this also holds true where cosmic entities face off, and opposed rank checks come into play). For example, if Vhanthermis, a divine rank 15 god, were to attack Mephistopheles, a cosmic rank 16 cosmic entity, Vhanthermis would find that the Lord of the Eighth immune to his Annihilating Strike, unless he succeeded on an opposed rank check. Vhanthermis, an intermediate deity, would have a total bonus of +15 on the opposed rank check (+15 for his divine ranks), while Mephistopheles would be treated as a DvR 16 greater god, with a total bonus of +20 on the opposed rank check (+16 for his cosmic ranks, +4 for each strata above his opponent).

A cosmic entity may be able to temporarily ignore area divine shields, divine blasts, divine shields, and mass divine blasts. The attacking deity must succeed on an opposed rank check to affect a cosmic entity with divine blasts or mass divine blasts. Against area divine shields and divine shields, the cosmic entity can make an opposed rank check to breach the effect; the cosmic entity can breach the shield for one round's worth of actions. Thus, if Vhanthermis were to attack Mephistopheles with a divine blast, Vhanthermis would need to succeed on an opposed rank check. Likewise, if the Lord of Loss was to attack the Merciful Judge with his Hell's Fire, he would need to succeed on an opposed rank check. Note that in the second example, if Mephistopheles was unable to breach the divine shield with an opposed rank check, he would still deal damage as per normal to the divine shield with his Hell's Fire.

A cosmic entity warps the powers of the gods drastically. If a god attempts to attack a cosmic entity, it may not count on distance in a conflict. If the cosmic entity has at least half as many cosmic ranks as the god's divine ranks, the god must confront the cosmic entity personally. Rather than distance for divine blasts, sensory powers, and similar divine attributes being determined by miles, these powers when used against a cosmic entity are changed to 100 feet. Thus, if Vhanthermis were to attack Mephistopheles with a divine blast, Merciful Judge would have to be within 1500 feet of the Arch-Duke of Cania in order to have a chance to strike him. Note that if an attack from a deity is not directly aimed at a cosmic entity, but nonetheless includes said entity within its area of effect, the above limitations still apply.

A cosmic entity is also difficult for gods to track. If a cosmic entity is involved in any activity or action related to a god's portfolio sense, there is no guarantee that that god in question will be aware of it. When dealing with a cosmic entity that possesses fewer than half the cosmic ranks as the god's divine rank, the god's portfolio awareness and sensory powers function at half power, decreasing not only range and duration by half, but also the effective divine rank by half, so that even a Greater deity will not be able to sense the cosmic entity's actions ahead of time. When dealing with a cosmic entity that possesses more than half but still fewer cosmic ranks as the god's divine rank, the god's portfolio awareness and sensory powers function at quarter power. When dealing with a cosmic entity that possesses equal to or greater cosmic ranks as the god's divine ranks, the god's portfolio

awareness and sensory powers do not function at all. This power can essentially blind gods to the machinations of a cosmic entity. It also benefits the personal servants of cosmic entities. Thus, if Mephistopheles' mortal servant were personally instructed by the Arch Duke of Cania to cause the collapse of a major temple dedicated to Vhanthermis, the Merciful Judge would only become aware of the plot if one of his servants or he himself heard of it first hand. Only if a god's name is spoken can a god peer into the location within 100 feet per divine rank for one round per divine rank as described in *Deities and Demigods* to learn about events related to the plots of a cosmic entity. Certain Cosmic entities have parallel limitations when dealing with divine beings.

Damage Reduction

A cosmic entity typically gains damage reduction in a manner unique to its type. However, without such a provision, the cosmic entity determines its damage reduction in a manner identical to that of a god as described by Dicefreaks.

Immortality

A cosmic entity possesses quasi-divine status as described in *Deities and Demigods*. It is also not subject to death from massive damage. A cosmic entity possesses a form of rejuvenation that makes them extremely difficult to kill. When a cosmic entity is "killed" beyond its Plane of origin or the Plane upon which it draws its power, it does not die. Within 10d10 days, the cosmic entity reforms in its home plane and, for the more powerful ones, in a specific area or layer. Upon reforming, the cosmic entity is typically trapped within its Plane/layer/realm for 5d20 years during which it can only be *called* or *summoned* into another Plane by mortals, and then for a limited time (usually 1d10 days).

Automatic Actions

A cosmic entity, like a deity, is able to take a certain amount of automatic actions per round. The number of such free actions that can be taken is as per the guidelines for deities (as found in *Deities and Demigods*), save that the cosmic entity is treated as if it uses its cosmic rank to determine the number of free actions available per round.

The types of actions available to the cosmic entity are always related to its portfolio, and are specified in the individual cosmic entity's description.

Communication

A cosmic entity with cosmic ranks can understand, speak, and read any language, including nonverbal languages.

Realm

The power of a cosmic entity to manipulate its own realm is identical to that of a true god except the cosmic entity uses its cosmic rank to determine the extent that it can affect said realm. Many cosmic entities receive bonuses within their own abode.

Fiendish Oblivion

Fiends, like most outsiders, are extremely difficult to permanently destroy. As they are the immortal manifestation of an Ideal, they effectively live forever unless

destroyed through special circumstances. This does not mean that all fiends are immortal in the same sense that quasi-gods or abominations are immortal. While all fiends live forever and are not required to eat, breath, or sleep, common fiends do not receive any special status when dealing with threats from cosmic or divine beings and do not benefit from the Immortal description.

Simultaneously, fiends are not mortal in the same sense that humanoids, magical beasts, and other creatures are. They do not have biological functions (unless they want to) and do not have traditional organs, fluids, or the like. When a witch claims to need a barbazú's heart, what one acquires is a "heart" that comes into being at the moment it is culled from the fiend's body. A fiend's body is in different stages of protoplasmic development over its existence depending on its status. Lowest "ranked" fiends, like lemures and manes, are the most carnal in nature; as a fiend progresses in power, it loses more and more of its physical nature. It is no accident that pit fiends are usually translucent or that balors are composed of flames, shadow, and hate rather than possessing bodies in the mortal sense.

It is for this reason (among others) that the *Blood War* has persisted for so long. Devils cannot permanently destroy their demonic adversaries in the vast majority of cases. (There are rumors among daemons and demons that devouring the protoplasmic remains of a fiend renders it completely destroyed; if such is the case, devils have not adopted the practice as of yet). What happens to a fiend's life when its physical form is destroyed depends upon where it "died," how it relates to the area in which it died (*called* or *summoned*), and its station.

If a fiend is *summoned* and then slain, it is instantly returned from whence it came. Most fiends encountered in the mortal coil were *summoned* and are never in fear of being permanently destroyed and rarely risk a loss of face and/or station if defeated. The only time a fiend has to be concerned with the latter is if they were summoned by an immediate superior.

Fiends that have been called, whether by a *planar alliance*, *planar binding*, *gate*, or similar magicks are at a greater risk of being destroyed or punished. Indeed, they suffer the exact same risk as those fiends encountered in the Realms Beyond. Being destroyed in the Depth Below often risks permanent destruction. What occurs depends upon a fiend's status:

Least Fiend

Permanent destruction when slain, regardless of location.

Lesser Fiend

Reduced to least status for a century per hit die and unable to travel beyond the confines of the appropriate Depth Below. The fiend may be permanently slain anywhere in the appropriate Depth Below.

Greater Fiend

Reduced to the appropriate highest-ranking lesser fiend status for a decade per hit die and unable to travel beyond the confines of the appropriate Depth Below during that time. The fiend may be permanently slain anywhere in the appropriate Depth Below. It may also suffer other penalties, as determined by a possible superior.

Minor Cosmic Fiend

Duke of Hell, Nether Heritor, unique demon. Such

creatures are unable to manifest in a corporeal fashion for five years per hit die and confined to the appropriate Depth Below for the time frame. Thereafter, the fiend may enter the mortal coil only by being called first. A fiend of this station risks permanent destruction if slain on the appropriate layer of the appropriate plane (eg. Martinet may only be slain on Nessus, Ninth of the Nine Hells of Perdition). The fiend may possibly suffer other penalties, as determined by a possible superior.

Greater Cosmic Fiend

Arch-Devil, Demon Lord, Nether Master. As minor cosmic fiend, except confined to the appropriate Depth Below for one year per hit die. These beings are typically not tied to a superior.

True Cosmic Fiend

Demon Prince, Lord of the Nine, Nether Fiend. Confined to the appropriate Depth Below for one year per hit die; otherwise as a minor cosmic fiend. Permanent destruction takes place only if the creature is slain on the appropriate layer of the appropriate plane (eg. Graz'zt can be destroyed on Azzagrat, the 45th, 46th, and 47th layers of The Abyss; Mephistopheles may be destroyed only in Cania, Eighth of the Nine Hells of Perdition), and only if the attacker succeeds in a rank check against the fiend. Although such a creature is unlikely to suffer a loss of status from a superior (assuming it has one), the loss of face for being confined to a fiend's layer is enough to guarantee severe retaliation once the fiend regains its ability to travel.

Deity

A god is as difficult (and probably more difficult) to permanently destroy as a cosmic entity. A divine being risks permanent destruction only if slain on its home plane and only if the attacker succeeds on a rank check. Otherwise the deity or patron reforms within its divine realm after one year per Hit Die.

While the destruction of a cosmic fiend may adversely affect the cult activities of its servants and "worshippers," the destruction, even temporary, of a god may have vast consequences not only for its church, but for its future in a mortal world.

A single-spheric deity slain on the world upon which it is venerated loses jurisdiction on that world and seems to die (as if destroyed on the planes). Such a deity may reform after one year per Hit Die if sufficient worship is available or a suitable ritual is performed (in some cases, an overpower must allow the god's return).

If a multi-spheric deity is slain on one of the worlds upon which it is venerated, the god is not destroyed nor its activities restricted on the planes or on other worlds; however, it is banished from that world/pantheon and loses jurisdiction in said world. The god may attempt to exert influence on that sphere again after one year per Hit Die if sufficient worship is available or a suitable ritual is performed (again, some cases will warrant the approval of an overpower).

Variant Sorcerer

The sorcerer, as described in the *Player's Handbook*, is a class of spontaneity, showcasing the classic concept of magic wielded through strength of personality or inherited, innate power. In the world of *The Godspell*™,

the Dicefreaks official campaign setting, this concept is illustrated by making a simple tweak to the existing sorcerer.

Just as the wizard gains the Scribe Scroll feat for free at first level, demonstrating through mechanics the class's roots in power gained through research and intellect, the sorcerer gains the Eschew Materials feat for free at first level.

This rule has been used in the creation of the beings detailed in this book; if, therefore, you find the variant rule distasteful, it is important that you change the stat blocks of the relevant beings when using them in your game.

Variant Witch

The *Dungeon Master's Guide* provides the details of a witch class on p.175. This class is somewhat based off the sorcerer class.

The witch class has been used within this book, but it should be noted that the spell list has been altered as follows (the 0-level spells remain unchanged):

1st Level: alarm, animate rope, charm person, disguise self, enlarge person, entangle, erase, expeditious retreat, feather fall, grease, goodberry, hold portal, identify, jump, magic aura, magic weapon, mount, obscuring mist, pass without trace, protection from chaos/evil/good/law, reduce person, silent image, sleep, summon nature's ally I, unseen servant, ventriloquism.

2nd Level: alter self, arcane lock, bear's endurance, blindness/deafness, blur, bull's strength, calm emotion, cat's grace, cure light wounds, darkvision, daze monster, delay poison, detect thoughts, dominate animal, eagle's splendor, enthrall, false life, fog cloud, fox's cunning, gust of wind, hideous laughter, hypnotic pattern, invisibility, knock, levitate, magic mouth, misdirection, obscure object, owl's wisdom, phantom trap, resist energy, rope trick, see invisibility, shatter, speak with animals, spider climb, summon nature's ally II, summon swarm, touch of idiocy, web.

3rd Level: air walk, arcane sight, bestow curse, clairvoyance/clairaudience, contagion, create food and water, cure blindness/deafness, cure moderate wounds, daylight, deep slumber, deeper darkness, dispel magic, displacement, flame arrow, gentle repose, glyph of warding, greater magic weapon, haste, heroism, hold person, illusory script, invisibility sphere, keen edge, leomund's tiny hut, nondetection, phantom steed, plant growth, protection from energy, pyrotechnics, rage, ray of exhaustion, secret page, shrink item, sleet storm, slow, speak with plants, stinking cloud, summon nature's ally III, tongues, tree shape, vampiric touch, water breathing, wind wall.

4th Level: arcane eye, blink, call lightning, charm monster, confusion, control water, cure serious wounds, crushing despair, detect scrying, dimensional anchor, discern lies, divination, enlarge person (mass), fear, fly, freedom of movement, gaseous form, hallucinatory terrain, illusory wall, invisibility (greater), lesser geas, modify memory, neutralize poison, phantasmal killer, poison, rainbow pattern, reduce person (mass), remove disease, secure shelter, shadow conjuration, shout, solid fog, stone shape, summon nature's ally IV.

5th Level: baleful polymorph, blight, break enchantment, commune with nature, contact other plane, control winds, cure serious wounds, dismissal, dominate person,

fabricate, false vision, feeblemind, hold monster, lesser planar binding, mage's private sanctum, magic jar, major creation, mind fog, mirage arcana, nightmare, pass-wall, permanency, restoration, sending, shadow evocation, summon nature's ally V, telekinesis, transmute mud to rock, transmute rock to mud, wall of fire, wall of ice, waves of fatigue.

6th Level: analyze dweomer, animate objects, bear's endurance (mass), bull's strength (mass) call lightning storm, cat's grace (mass), cloudkill, contingency, dispel magic (greater), eagle's splendor (mass), eyebite, flesh to stone, fox's cunning (mass), geas/quest, glyph of warning (greater), guards and wards, hallow/unhallow, heroism (greater), heroes' feast, legend lore, move earth, overland flight, owl's wisdom (mass), permanent image, planar binding, programmed image, repulsion, shadow walk, stone to flesh, suggestion (mass), summon nature's ally VI, veil, wall of stone.

7th Level: arcane sight (greater), animate plants, banishment, circle of death, control weather, disintegrate, ethereal jaunt, hold person (mass), instant summons, invisibility (mass), limited wish, phase door, power word blind, project image, scrying (greater), sequester, shadow conjuration (greater), simulacrum, spell turning, statue, summon nature's ally VII, transformation, vision, waves of exhaustion.

8th Level: animal shapes, binding, charm monster (mass), clone, demand, dimensional lock, discern location, forcecage, horrid wilting, iron body, irresistible dance, maze, mind blank, moment of prescience, planar binding (greater), power word stun, protection from spells, reverse gravity, scintillating pattern, screen, shadow evocation (greater), shout (greater), summon nature's ally VIII, sunburst, telekinetic sphere, temporal stasis, trap the soul.

9th Level: astral projection, dominate monster, earthquake, etherealness, foresight, freedom, hold monster (mass), imprisonment, power word kill, refuge, shades, shambler, shapechange, soul bind, summon nature's ally IX, storm of vengeance, time stop, wail of the banshee, weird, wish.

In the event that the *Book of Vile Darkness* is used, the following spells should be added to an evil witch's repertoire.

1st level: bestow wound, nether trail, spider hand, stupor, suspend disease.

2nd level: entice gift, sap strength, slow consumption, wither limb.

3rd level: dread word, drown, evil eye, reality blind.

4th level: corrupt summons, mirror sending, psychic poison.

5th level: call nightmare, morality undone, soul shackles.

6th level: false sending, snare astral traveler.

7th level: imprison soul, pestilence.

8th level: bestow greater curse, befoul, steal life.

Finally, witches, like sorcerers, gain the Eschew Materials feat as a bonus feat at 1st level.

Quicken Spell-like Ability Feat Expansion

The *Monster Manual* caps the feat Quicken Spell-like Ability so that only spell-like abilities up to 6th level can

be quickened. This, however, appears to be because the table doesn't take into account caster levels beyond 20th. See below for the expansion of this feat, as well as for the Empower Spell-like Ability feat.

Table 4-3: Minimum Caster Level for Empower and Quicken Spell-like Ability

Spell Level	Caster Level to Empower	Caster Level to Quicken
7th	18 th	22 nd
8th	20 th	24 th
9th	22 nd	26 th

Uncapped Spells and Epic Level Casters

Epic levels present more problems than just challenge rating issues. One of the things that we came across whilst putting together creatures with caster levels higher than their challenge rating (and, under the official Wizards of the Coast system, this sort of situation is not unusual) was that certain spells were “too much”. The biggest offenders were *mage's disjunction*, and the four holy word type spells (*holy word*, *blasphemy*, *dictum* and *word of chaos*). Although we believe that these can be intelligently dealt with without having to extrapolate rules that have not been clarified on for epic level gaming, we also happily advocate the following solutions for those who have concerns with the above spells.

- *Mage's disjunction* can be ward against with epic spells.
- The four *holy word* type spells are capped in terms of their power, with saves being added to ignore the various effects as hit dice increase. This is not a big stretch of the rules, considering that most non-epic spells are capped in terms of their power potential. Creatures with 21 Hit Dice or more gain a save against the death effect of these spells. Creatures with 31 or more Hit Dice gain a save against the paralysis aspect. Creatures with 41 or more Hit Dice gain a save against the weakening/blinding/slowing/stunning effect. The daze effect is always applicable, so long as the target creature would normally be affected by it. The new feat, Empower the Soul (see Chapter 2), along with these guidelines, should limit the problems faced at higher challenge ratings when creatures with very high caster levels cast these spells so as to affect PCs.

Additional Sacrifice Rules

The *Book of Vile Darkness* has rules for sacrifice as a means of gaining power (see from p.26). In that tome, the only types of sacrifice listed are those that involve the shedding of blood (killing) of a creature as a sign of devotion to an evil power.

Other types of sacrifice are also possible, depending on the nature of the Power being dealt with. For example, Amdusias advocates vile rites that mark a child his. Correct performance of such rites allow a servant of Amdusias to enter the Prime and steal the child away, leaving behind an unholy blessing on the invocant.

One of the most vile types of sacrifice is that espoused

by Rosier, Duchess of Witchcraft. Her licentious rites involve the forceful stealing of virtue and innocence from the “sacrificial victims”, in nothing more than an aggrandized, celebratory excuse for rape.

In such a sacrifice (known as the *Black Ritual*), some of the Knowledge (religion) modifiers are no longer appropriate, and new modifiers must be introduced. Any element listed in the *Book of Vile Darkness* that hinges on the death of the victim should be removed or changed so that the focus is on allowing the victim to live on afterwards. Examples are given below, followed by new modifiers.

Note that at least three unwilling creatures must be involved in the *Black Ritual*. The witch conducting the rite may use either Knowledge (religion) or Knowledge (nature) to determine the final check and the unholy blessings to follow (the modifiers in the table above can apply to either Knowledge (nature) or Knowledge (religion) at the invocant's option). The check result should follow the results given in the *Book of Vile Darkness* where appropriate, except that where a single *wish* or *miracle* can be obtained, the nature of that reward allows the benefits shown under Rosier's Black Ritual entry (see Rosier's description in Chapter 7), save that the benefits are one degree worse (e.g. if the sacrificial victim is 6th to 10th level, the invocant gains the ability to cast *charm person* 1/day as a 5th level sorcerer, instead of *suggestion* 1/day and *charm person* 1/day as a 10th level sorcerer). Those forced to participate do not suffer Rites of the Flesh (see Rosier's description in Chapter 7), but do suffer sanity damage of 2d6/5d6, with any cases of insanity tending towards phobias or similar of a sexual nature. If you do not use sanity rules, the victim must instead make a Will save (DC = 10 + ½ Class levels + Charisma modifier) or suffer *insanity* as per the spell.

Table 4-4: Black Ritual Sacrifice Modifiers

Sacrifice Element	Knowledge (religion) Modifier
Sacrifice is tortured for 1 day prior to ceremony	+1
Sacrifice is genuinely willing ¹	+0
Conducted in a phallic grove ²	+2
More than 3 couples involved	+1
More than 9 couples involved ³	+2 (overlaps with 3 couples benefit)

¹ Willing creatures do not count towards the “sacrifice” requirement of the Black Ritual

² A phallic grove is a desecrated area with an abundance of obscene, licentious fertility symbols.

³ Note that this benefit overlaps and does not stack with the three couples benefit.

Infernal Variants

The Powers of Hell, for all their dedication to order and tradition, are still well aware of the benefits of improvement. Devils have had an eternity to improve and

grow, gaining access to abilities beyond that typically expected by even the most learned mortal scholars.

Many of the rules detailed in the core rulebooks are suitable for devils as detailed in the *Monster Manual*. The core rulebooks assume an upper limit of 20 character levels. It is for this reason that the strongest devil in the *Monster Manual*, the mighty pit fiend, is a CR 20 creature. However, many of the rules that are appropriate for core rule play lose much of their power and validity once players step into epic levels. The following variant rules offer useful alternatives to ensure that advanced devils and the Powers of Hell detailed in *The Gates of Hell* continue to offer a viable threat in epic play.

Variant: Fiendish Advancement

As currently written in the *Monster Manual*, when a monster advances its feat access, natural armor class, physical attributes, and skill points are adjusted to reflect the increase in Hit Dice. At Dicefreaks, we found that while for most monsters, these improvements are good enough, they do not greatly benefit outsiders and other high-level threats that reach into epic CR levels. The following variants offer new rules for maintaining a meaningful level of challenge for advanced fiends; these rules can be extrapolated for all outsider types. It should be noted that these power increases, unless otherwise

stated, are based solely off of the racial hit dice of the fiend, not any class levels.

Damage Reduction

When a fiend advances to CR 10, the amount of damage reduced increases to 10. Thus, while a CR 6 barbazou possesses damage reduction 5/good or silver, a CR 10 barbazou possesses damage reduction 10/good or silver.

When a fiend advances to CR 15, change “or” qualities for damage reduction to “and.” Thus, while a CR 6 babau possesses damage reduction 10/cold iron or good, a CR 15 babau possesses damage reduction 10/cold iron and good.

When a fiend advances to CR 18, the amount of damage reduced increases to 15. Thus, while a CR 12 hamatula possesses damage reduction 10/good or silver, a CR 18 hamatula possesses damage reduction 15/good and silver.

If a fiend (i.e. an extraplanar outsider from the Depths Below) does not possess a material damage reduction quality, it gains one at CR 20. Devils gain silver, demons cold iron, and daemons mithral.

When a fiend advances to CR 23, add epic to its damage reduction. Thus, while a CR 20 pit fiend possesses damage reduction 15/good and silver, a CR 23 pit fiend possesses damage reduction 15/epic, good, and silver.

When a fiend advances to CR 25, the amount of dam-

The Alignment Matrix

The shift from one alignment to another is generally not a sudden occurrence. Rather, over time, alignment progresses gradually towards its end point. To represent this progression, Dicefreaks espouses the use of the following alignment matrix. Apart from the nine major alignments, twenty-four “tendencies” are added to the mix. A tendency merely reflects a slight bias away from one of the true alignments—Lawful Good can really be separated into true Lawful Good, as well as Lawful Good with Good tendencies (indicating a slight bias towards Neutral Good) and Lawful Good with Lawful tendencies (indicating a slight bias towards Lawful Neutral). Note that for the purposes of qualifying for feats, classes, or similar, tendencies should be ignored. A Lawful Good (Good) paladin, for example, loses no class benefits.

When progressing from one true alignment to a neighboring true alignment, the process is said to take three “steps”. A Lawful Good character that begins to commit evil deeds would thus progress, in three steps, to Lawful Neutral; continued evil actions would lead to the final three steps to Lawful Evil (and, so long as his actions did not truly match his alignment, such steps would continue).

In the diagram below, alignments shown within square brackets represent alignment tendencies.

LG	LG [G]	NG [L]	NG	NG [C]	CG [G]	CG
LG [L]			NG [N]			CG [C]
LN [G]			N [G]			CN [G]
LN	LN [N]	N [L]	N	N [C]	CN [N]	CN
LN [E]			N [E]			CN [E]
LE [L]			NE [N]			CE [C]
LE	LE [E]	NE [L]	NE	NE [C]	CE [E]	CE

age reduced increases to 20. Thus, while a CR 20 pit fiend possesses damage reduction 15/good and silver, a CR 25 pit fiend possesses damage reduction 20/epic, good, and silver. At CR 35 and every increase of 10 CR thereafter, the fiend increases its amount of damage reduction by 5.

Energy Resistance

When a fiend advances to CR 21, its racial energy resistance increases to 15. At CR 26, it increases to 20. At CR 31, it increases to 25. Although only the rarest fiend's advancement will take it past this, the pattern can continue indefinitely.

Regeneration

Regeneration improves in a ratio to the fiend's original HD. A cornugon has 15HD and regeneration 5. A cornugon advanced to 18HD would have regeneration 6. A cornugon advanced to 45HD would have regeneration 15.

Spell-Like Abilities

A fiend's caster level for spell-like abilities is always equal to its Hit Dice. Thus, a 36 HD pit fiend casts spells and penetrates spell resistance as a 36th level caster.

When a fiend advances to CR 30, spell-like abilities are usable more often. Abilities that were usable 3/day become usable at will; abilities that were usable 1/day become usable 3/day; and abilities that were usable less often decrease their delay by one increment (i.e. year becomes month, month becomes week, week becomes day). This occurs again when a fiend advances to 45th caster level, and yet again when a fiend advances to 60th caster level.

Spell Resistance

Spell resistance increases at a one-for-one basis with an increase in CR. This includes racial HD increases, class level increases, or personal power increases. Thus, a CR 30 pit fiend possesses spell resistance 42.

Summoning

When a fiend reaches one and a half times its initial HD, it may *summon* one additional time per day and its chance to successfully *summon* increases by 15%; the *summoning* ability increases by one level. Thus, a 27 HD pit fiend would be able to automatically *summon* 2 lemures, barbazus, or osyluths, or 1 cornugon, erinyes, gelugon, or hamatula thrice per day; this ability is the equivalent of a 9th level spell.

When a fiend reaches twice its initial HD, the number of potential creatures *summoned* increases by one die type (for non-variable *summoning*, 1 increases to 3, 2 increases to 4, 3 increases to 6, and 4 increases to 9) and its chance to successfully *summon* again increases by 15%. Thus, a 36 HD pit fiend would be able automatically *summon* 4 lemures, barbazus, or osyluths, or 3 cornugons, erinyes, gelugons, or hamatulas thrice per day; this ability is the equivalent of a 9th level spell.

When a fiend achieves maximum advancement, it may *summon* one additional time per day, it increases the number of creatures *summoned* by one more die type, and its chance to successfully *summon* increases yet again by 15%. In addition, the fiend may *summon* advanced versions (up to double HD) of the creatures it is able to *summon*. Such *summoning* is the equivalent of an epic spell. Thus, a 54 HD pit fiend would be able to automatically *summon* 9 lemures, barbazus, or osyluths, or 6 cornugons, erinyes, gelugons, or hamatulas four times per day; this ability is the equivalent of an epic spell.

When a fiend advances to CR 20, its chance to *summon* becomes automatic regardless of how many HD the fiend has been advanced; the *summoning* ability increases by three levels. Thus, a CR 20 gelugon could automatically *summon* 2d10 lemures, 1d6 barbazus, 2d4 bone devils, or another gelugon once per day; this ability is the equivalent of a 7th level spell.

Telepathy

When a fiend reaches 24th caster level with its spell-like abilities, its natural telepathy increases to a range of 200 feet. Every ten levels of increase thereafter (so 34th, 44th, etc) increase the range of the fiend's telepathy by 100 feet.

Variant: Fiendish Caster Level

As immortal beings with innate magical power, fiends acclimate to "learned magic" easily. Indeed, fiends that take levels in spellcasting classes find that their magical power is significantly enhanced. This variant ensures that a fiend's CR is reflected in its magical power in the same way that its increased HD or class levels are reflected in its attack bonuses. A fiend that possesses spell-like abilities other than *greater teleport* has an effective caster level equal to three quarters of its Hit Dice. If a fiend that takes levels in a spellcasting class, the fiend adds its 3/4 HD to its caster level when determining level-based functions of its spells, including damage, range, and caster level checks to penetrate spell resistance. This does not increase the fiend's access to higher level spells or spells per day.

Variant: Wish and Inherent Bonuses

According to the *Player's Handbook*, the *wish* spell can be used to grant a creature a +1 inherent bonus to an ability score. Furthermore, two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus and so forth).

At Dicefreaks, we believe that inherent bonuses stack, no matter how far apart such bonuses may be in coming. Under the official rules, a character who found a *tome of clear thought* to increase his Intelligence by +1 (a +1 inherent bonus), and who later bought a *tome* to increase his Intelligence by 4 (a +4 inherent bonus), would end up with a +4 inherent bonus to Intelligence. In other words, the benefits of the original tome would be overlapped by those of the second. Under this variant rule, the two would stack, and the character would have a +5 inherent bonuses after reading both tomes.

This allows powerful devils such a pit fiends to use their *wish* spell-like ability to grant inherent bonuses to their ability scores. However, you will also note that most of the entities presented in this book that *could* take advantage of this rule have not. This is because such creatures are wary of using such a powerful ability and then being without it when they may need it. As a general rule, when calculating the wealth of a creature that has used its *wish* spell-like ability to increase its ability scores, count each inherent bonus as having cost the creature 13,750gp. This is half the listed cost of a tome or manual that would grant a +1 inherent bonus to a score; reducing the wealth of the creature in this fashion helps to keep its challenge rating in line, particularly for those who generate wealth for creatures by assigning items and so forth that will augment the creature's powers.

Additionally, for creatures that have used *wish* to in-

crease their ability scores in a significant fashion, it is best to assume that they have no ready uses of *wish* available at the time of combat, unless *wish* is available to them more often than once per week. This illustrates that the creature is a wastrel, seeking immediate power with no thought for the future cost. From a mechanics point of view, it helps to keep the challenge rating within its proper frame.

Infernal Monsters and Templates

You may have noticed that we have included a few familiar names in our list of Infernal Monsters and that the statistics for these old friends are a little different from what you've seen already. Why a revision? As you know, the Dungeons & Dragons™ game became 3.5 as of last year. One of the most notable of the changes was the revamping of the demons and devils. While we think

Table 4-5: Common Devils and Other Lawful Evil Fiends by Challenge Rating

Devil	Challenge Rating	Source
Lemure	CR 1	<i>Monster Manual</i>
Imp	CR 2	<i>Monster Manual</i>
Nupperibo	CR 2	See below
Lemure X (Max HD)	CR 4	See below
Spinagon (spined devil)	CR 4	See below
Barbazû (bearded devil)	CR 5	<i>Monster Manual</i>
Imp, Ear of Hell (Max HD)	CR 5	See below
Kyton (chain devil)	CR 6	<i>Monster Manual</i>
Bezekira (hellcat)	CR 7	<i>Monster Manual</i>
Squamugon (scaly devil)	CR 7	See below
Erinyes	CR 8	<i>Monster Manual</i>
Kocrachon	CR 8	See below
Hierragon (hellsmith)	CR 9	See below
Osyluth (bone devil)	CR 9	<i>Monster Manual</i>
Narzugon	CR 10	See below
Hamatula (barbed devil)	CR 11	<i>Monster Manual</i>
Kyton, Chain Lord (Max HD)	CR 14	See below
Malebranche	CR 14	See below
Planetar, Fallen	CR 14	See below
Barregon (gate devil)	CR 15	See below
Cornugon (horned devil)	CR 16	<i>Monster Manual</i>
Erinyes, Glasya's Elite (Max HD)	CR 17	See below
Gelugon (ice devil)	CR 17	See below
Hellcat, Ultrezekira (Max HD)	CR 17	See below
Pit fiend	CR 20	<i>Monster Manual</i>
Pit Fiend, Nessian	CR 29	See below
Maleficarim (hellspawn)	CR 33	See below

most of the changes were necessary, some oddities did occur.

First, the spell-like abilities for most of the demons and devils were drastically reduced from their third edition counterparts. Although we suspect that this reduction was intended to reflect the fact that many spell-like abilities are usable only once, perhaps twice in an encounter, this deteriorates the fact that many demons and devils are intended to be powerful, background villains. The pit fiend, for example, used to have unhallow, a spell that it would have little to no reason to cast during combat; however, such a spell makes sense for a powerful, supernatural leader of a cult who wants to reveal how nasty it is by completely desecrating an entire edifice. While the spell has little direct, in-combat importance, it does reflect the nature of the pit fiend. So, we have included a Dicefreaks certified list of the spell-like abilities for each devil for whom we did not provide Dicefreaks revised statistics.

Second, we wanted to address the unexplained absence of the nupperibo. Present since first edition and filling an interesting role in second edition Planescape™, the nupperibo was something of an iconic monster. Considering that we liked the suggestions offered in second edition's Planescape™ regarding the metamorphosis nupperibos underwent, we wanted to incorporate this into 3.5. Now, one can see how these beings evolve into our versions of the first edition Styx devil/second edition amnizu. Referred to as the barregon, these critters now fill another challenge rating slot for devils.

Third, we found the new 3.5 ice devil/gelugon just darn strange. The gelugon, for years considered the second most powerful common devil, was now under the horned devil/cornugon in terms of power. We still can't figure out the rationale for this, particularly considering how third edition has made such an effort to maintain the "feel" of first edition. So, we decided to present a Dicefreaks-certified gelugon.

Finally, despite the improvements of the monsters found in the Monster Manual, those that were found in other sources were not adjusted at all. Dicefreaks decided that in order to remedy this issue, we would provide new stat blocks for four of our favorite non-Monster Manual devils, the kocrachon, malebranche, narzugon, and spinagon. We hope you enjoy the hard work put into these revisions!

Dicefreaks Devil Spell-Like Abilities

Barbazú: At will - *command*, *desecrate*, *greater teleport* (self plus 50 pounds), *magic weapon*, *produce flame*. These abilities are as spells cast by a 12th level sorcerer (save DC 10 + spell level).

Cornugon: At will - *animate dead*, *charm person*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel chaos*, *dispel good*, *greater teleport* (self plus 50 pounds), *magic circle against good*, *persistent image*, *produce flame*, *pyrotechnics*, *suggestion*; 3/day - *fireball*, *lightning bolt*; 1/day - *wall of fire*. These abilities are as spells cast by a 15th level sorcerer (save DC 16 + spell level).

Erinyes: At will - *animate dead*, *charm monster*, *desecrate*, *greater teleport* (self plus 50 pounds), *invisibility*, *magic circle against good*, *major image*, *poly-*

morph, *produce flame*, *see invisibility*, *suggestion*, *unholy blight*. These abilities are as spells cast by a 12th level sorcerer (save DC 15 + spell level).

Hamatula: At will - *animate dead*, *charm person*, *desecrate*, *doom*, *greater teleport* (self plus 50 pounds), *hold person*, *major image*, *produce flame*, *pyrotechnics*, *scorching ray* (2 rays only), *suggestion*; 1/day - *order's wrath*, *unholy blight*. Caster level 12th; DC 14 + spell level.

Imp: At will - *detect good*, *detect magic*, *invisibility* (self only); 3/day - *greater teleport* (self plus 50 pounds); 1/day - *suggestion*. Caster level 6th; DC 12 + spell level. Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Osyluth: At will - *animate dead*, *charm person*, *dimensional anchor*, *doom*, *fly*, *greater teleport* (self plus 50 pounds), *invisibility*, *major image*, *wall of ice*. 1/day - *cone of cold*. Caster level 12th; DC 12 + spell level.

Pit Fiend: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *desecrate*, *detect good*, *detect magic*, *fireball*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 50 pounds), *magic circle against good*, *mass hold monster*, *persistent image*, *polymorph*, *power word stun*, *produce flame*, *pyrotechnics*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*; 1/day - *meteor swarm*, *symbol of pain*. Caster level 18th; DC 18 + spell level. Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Barregon (Gate Devil)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 15d8+75 (142 hp)

Initiative: +11 (+7 Dexterity, +4 Improved Initiative)

Speed: 30 ft., fly 90 ft. (average)

Armor Class: 32 (+7 Dexterity, +15 natural), touch 17, flat-footed 25

Base Attack/Grapple: +15/+21

Attack: Infernal touch + 21 melee touch (2d4 plus 1 Wisdom and fatigue)

Full Attack: 2 infernal touches +21 melee touch (2d4 plus 1 Wisdom and fatigue) and 2 wings +16 melee (1d6+3) and 1 bite +16 melee (1d10+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Amnesia touch, fatigue touch, fear aura, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 10/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 27, sealed mind, telepathy 100 ft.

Saves: Fort +14, Ref +16, Will +18

Abilities: Str 22, Dex 25, Con 20, Int 18, Wis 24, Cha 18

Skills: Balance +17, Bluff +19, Concentration +20, Diplomacy +13, Disguise +4 (+6 when acting), Escape Artist +17, Gather Information +16, Hide +17, Intimidate +21, Knowledge (arcana) +19, Knowledge (local - Nine Hells of Perdition) +14, Knowledge (nature) +6, Knowledge (the planes) +19, Listen +19, Move Silently +17, Profession (sailor) +18, Search

+19, Sense Motive +17, Spellcraft +21, Spot +24, Survival +22 (+24 on another plane, +24 when tracking), Use Rope +7 (+9 with bindings).

Feats: Alertness, Improved Initiative, Iron Will, Quicken Spell-like Ability (*acidball*), Quicken Spell-like Ability (*major image*), Quicken Spell-like Ability (*suggestion*)

Environment: Stygia, Fifth of the Nine Hells of Perdition

Organization: Solitary, team (2-4), or troupe (1-2 gate devils, 1-6 hamatulas, 2-8 black squamugon, and 1-10 lemures)

Challenge Rating: 15

Treasure: Standard coins; double goods; standard items

Alignment: Always Lawful Evil

Advancement: 16-30 HD (Medium); 31-45 HD (Large)

Near the portal that will send you home is a horribly deformed creature held aloft by black, buzzard-like wings. Although roughly the height of a small man, the thing's abnormally large head is dominated by a huge mouth, with crocodilian teeth jutting from its lips. Small, dead white eyes peer from the sickly, mustard colored scaly flesh. The stunted body is covered in immaculate, damp robes that conceal everything save its hands. Bearing long, dexterous, clawed fingers, the hands are encased in a throbbing, greenish aura. The creature gurgles obscenely as it launches itself towards you.

Barregons are among the least well known of the more powerful devils that mar the horrible landscape of Hell. Ranking slightly higher in station than cornugons, barregons are the defenders of Hell's many gates and portals. In particular, barregons monitor and patrol the River Styx as it winds its way through The Pit. In their hands are the keys to escape Hell... or suffer within The Pit for all eternity.

Of the greater common devils, barregons are those most frequently summoned to the Prime Material Plane. Due to their great power, these devils are capable of accomplishing a great deal for a conjurer strong enough to control them. However, such situations are only a past-time for a barregon who uses its temporary "servitude" to infiltrate the unsuspecting world in which it is imprisoned.

A barregon stands about 5'5" and weighs about 300 pounds. Barregons speak Infernal, Celestial, Common, and Draconic.

Combat

A barregon is usually more interested in subduing adversaries in order to take them back to Hell for ob-

scene torture sessions. It takes a lot, like certain death or the direct orders of a higher ranking devil, for a barregon to use lethal attacks.

A barregon's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Amnesia Touch (Su): A guardian of the gates and water-ways of the Nine Hells of Perdition, the barregon has learned to manipulate the foul energies of the River Styx. 3/day, a barregon can channel its *feeblemind* power through its infernal touch as a free action. The victim must succeed a Will save DC 21 or succumb to the effects of *feeblemind* as the spell as though cast by a 15th level caster.

Fatigue Touch (Su): To further enhance its role to bar the gates and water-ways of Hell from intruders, the barregon's touch causes fatigue in those that fail a Fortitude saving throw DC 21. The save DC is Charisma-based.

Fear Aura (Su): A barregon can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 21 Will save or be affected as though by a *fear* spell as cast by a 15th level caster. A creature that successfully saves cannot be affected again by the same barregon's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Metamorphosis: A barregon that is allowed to advance beyond 39 HD begins to mutate and evolve into a greater creature. At 45 HD, a barregon is due to transform into a maleficarim, although this does not necessarily happen immediately upon advancing to this level of Hit Dice.

See table 4-6: Metamorphosis of the Barregon by Hit Dice to determine what level of mutation the barregon possesses.

Regeneration (Ex): A barregon takes normal damage from good-aligned silver weapons and from spells or effects with the good descriptor.

Sealed Mind (Ex): As the guardian of the River Styx, a barregon possesses an innate immunity to the river's memory sapping powers. A barregon is immune to any effect that would damage, drain, or otherwise harm its Intelligence, Wisdom, or Charisma scores.

Spell-like Abilities (Sp): At will - *analyze portal*, *animate dead*, *charm person*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *feeblemind*, *greater invisibility*, *greater teleport* (self plus 50 pounds only), *hold monster*, *knock*, *magic circle against good*, *major image*, *suggestion*; 3/day - *dimensional anchor*, *acidball* (as *fireball*), *force cage*, *polymorph*, *sending*, *trap the soul*, *wrack*; 1/day - *imprisonment*, *improved portal alarm*, *mass hold monster*, *plane shift*, *seal portal*. These abilities are as spells cast by a 15th level sorcerer (save DC 14

Table 4-6: Metamorphosis of the Barregon by Hit Dice

Barregon Hit Dice	Metamorphosis Effect
40 HD	<i>Nondetection</i> , Intelligence +4, Charisma +4, natural armor +8
41 HD	Hit point per Hit Dice increase (5), immune to mind-affecting effects
42 HD	Intelligence +4, Charisma +4, natural armor +8, hit point per Hit Dice increase (6)
43 HD	Immune to polymorphing and form-altering attacks, hit point per Hit Dice increase (7)
44 HD	<i>True seeing</i> , two claw attacks (3d6), maximum hit points per Hit Dice
45 HD	Metamorphosis into a maleficarim (hellspawn)

+ spell level).

Summon Devils (Sp): Once per day, a barregon can attempt to summon 2d10 lemures or 1d6 squamugons with a 50% chance of success, or 1d4 hamatulas or another barregon with a 35% chance of success. This ability is equivalent to a 5th level spell.

Erinyes, Max HD (Glasya's Elite)

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 27d8+189 (310 hp)

Initiative: +16 (+8 Dexterity, +8 Superior Initiative)

Speed: 30 ft., fly 50 ft. (good)

Armor Class: 39 (+6 armor, +8 Dexterity, +11 natural, +4 deflection), touch 22, flat-footed 31

Base Attack/Grapple: +27/+35

Attack: +3 *keen dagger of wounding* +38 melee (1d4+11 plus 1 Con/19-20) or *Glasya's Garrote* +40 ranged (entangle)

Full Attack: +3 *keen dagger of wounding* +38/+33/+28/+23 melee (1d4+11 plus 1 Con/19-20) or *Glasya's Garrote* +40 ranged (entangle)

Space/Reach: 5 ft./5 ft.

Special Attacks: Entangle, spell-like abilities, *summon-devils*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 29, telepathy 200 ft., *true seeing*.

Saves: Fort +22, Ref +23, Will +21

Abilities: Str 27, Dex 27, Con 25, Int 20, Wis 22, Cha 29

Skills: Balance +12, Bluff +43, Concentration +37, Diplomacy +51, Disguise +43, Escape Artist +38, Gather Information +53, Hide +38, Intimidate +17, Jump +12, Knowledge (Arcana) +35, Listen +36, Move Silently +38, Perform (any) +13, Sense Motive +36, Spot +36, Survival +6, Tumble +38, Use Rope +8 (+11 with bindings)

Feats: Combat Expertise, Dodge^B, Greater Spell Focus (Enchantment), Improved Combat Expertise, Improved Initiative, Mobility^B, Quicken Spell-like Ability (*invisibility*), Spell Focus (Enchantment), Spring Attack

Epic Feats: Epic Reputation, Epic Skill Focus (Gather Information), Superior Initiative

Environment: Dis, Second of the Nine Hells of Perdition

Organization: Solitary, pair, or team (Elite plus 2d4 regular erinyes)

Challenge Rating: 17

Treasure: Double Standard

Alignment: Lawful Evil

Advancement: N/A

Glasya's Elite. Eighteen of the most powerful erinyes in Hell, gathered for one purpose under its Princess: to make disciples of all nations. Each member of the elite has been assigned to a different world upon the Prime, and ordered to bring it under Hell's control. Once their task is complete, Glasya will be able to present to her father proof that she is the only heir he needs.

Each member of the Elite has been given leeway in accomplishing their missions; only success is important. To that end, some have formed cults, others spark revolution, and there is talk of one who caused a thousand

kings to go to war over her, claiming the souls of all who died in her name. No matter how they accomplish their goal, Glasya will ensure the harvest of souls they reap is a glorious one.

The members of the Elite have differing appearances: neither build, nor hair color, nor skin colors are identical. However, all are ravishing beauties whose very presence can send men into frenzy. All of them are skilled in carnal pleasure, and take fornication to the heights of depravity. Even among the Courtiers of Perdition their charms are potent; a member of the Elite can expect help from nearly any Duke or devil in Hell, should she ask.

Entangle (Ex): Members of Glasya's Elite carry a 50 foot long cord of razor wire known as *Glasya's Garrote*. This entangles opponents of any size as an *animate rope* spell cast by a 27th level sorcerer, and can be hurled by the Elite up to 30 feet with no range penalty. Entangled opponents take 3d8+5 points of damage every round. This damage is doubled if they struggle in any fashion, such as attempting an Escape Artist check or strength break check. *Glasya's Garrote* has a +5 magical enhancement to attack and damage.

Spell-like Abilities: At will - *animate dead*, *charm monster*, *desecrate*, *greater teleport* (self plus 50 pounds only), *invisibility*, *magic circle against good*, *major image*, *polymorph*, *produce flame*, *see invisibility*, *suggestion*, and *unholy blight*. Caster level 27th; DC 19+spell level (21+spell level for enchantment)

Summon Devils (Sp): Thrice per day, a member of Glasya's Elite may attempt to summon 6d8 lemures or 1d8 bearded devils with a 70% chance of success. These devils may have twice their standard HD.

True Seeing (Su): An Elite constantly uses *true seeing* as per the spell. Caster level 27th.

Possessions: A typical member of Glasya's Elite wears *bracers of armor* +6 and a *ring of protection* +4. A member also usually carries a +3 *keen dagger of wounding*.

Fallen Planetary

Large Outsider (Evil, Fallen, Lawful, Extraplanar)

Hit Dice: 14d8+70 (133 hp)

Initiative: +9 (+5 Dexterity, +4 Improved Initiative)

Speed: 30 ft. fly 90 ft. (good)

Armor Class: 33 (+5 Dexterity, +19 natural, -1 size), touch 13, flat-footed 28

Base Attack/Grapple: +14/+26

Attack: +3 *greatsword* +26 melee (3d6+18/19-20) or slam +23 melee (2d8+15)

Full Attack: +3 *greatsword* +26/+21/+16 melee (3d6+18/19-20) or slam +23 melee (2d8+15)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Change shape, cursed, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, low-light vision, *magic circle against good*, regeneration 10, see in darkness, spell resistance 28, telepathy 100 ft, *teleport*.

Saves: Fort +14 (+18 vs petrification), Ref +14, Will +14

Abilities: Str 30, Dex 20, Con 20, Int 22, Wis 21, Cha 22

Skills: Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25 (+23 with good creatures), Escape Artist +22, Hide +18, Intimidate +25, Listen

+22, Move Silently +22, Sense Motive +22, Search +23, Spot +22, Use Rope +5 (+7 with bindings)

Feat: Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack

Environment: The Nine Hells of Perdition

Organization: Solitary or pair

Challenge Rating: 14

Treasure: No coins; double good; standard items

Alignment: Always Evil (any)

Advancement: 15-21 HD (Large); 22-42 HD (Huge)

There are few things more terrifying to behold than a fallen planetar. Having fallen from so high, planetars know full well what their pride and evil have caused them to lose, but it is this very same pride and evil that keeps them from returning to the Realms Above. Now dedicated foes of all that is good and pure, fallen planetars find solace in leading their own personal campaigns against the forces of light. While some have found a place in the Nine Hells and lead legions of devils against angels and demons alike, others rail against holiness on their own, gathering mortal warriors on the Prime where they pose as gods and topple entire nations.

Fallen planetars still bear the hugely muscled form of a tall human. Now, however, their skin resembles that of burning magma and tremendous vulture-like wings sprout from their backs. Burning red eyes glare from under their bald heads and spines tend to line their joints. Flames often explode from their mouths as they speak, revealing the anger and hatred that eternally burns in their hearts.

Combat

Fallen planetars still value melee combat and eagerly wade into battle against foes. Above all adversaries, fallen planetars prefer destroying angels that did not yield to temptation.

Magic Circle against Good (Su): A magic circle against good always surrounds a fallen planetar (caster level 14th). The defensive benefits of the *magic circle* have not been included in the statistics block.

Regeneration: A fallen planetar takes damage from good-aligned weapons and from spells and effects with the good descriptor.

Spell-like Abilities: At will - *bestow curse, contagion, continual flame, death knell, dispel magic, fear, greater invisibility* (self only), *greater teleport* (self plus 50 pounds only), *speak with dead, unholy blight*; 3/day - *blade barrier, flame strike, power word stun, slay living, waves of fatigue*; 1/day - *destruction, earthquake, mass charm monster, shapechange, waves of exhaustion*. Caster level 14th (save DC 16 + spell level).

Detect good is always active on the fallen planetar's person as a spell cast by a 17th level caster. It can be dispelled, but the fallen planetar can reactivate it as a free action on its turn.

Spells: Fallen planetars cast arcane spells as a 10th level sorcerer (caster level as a 17th level sorcerer).

Telepathy (Su): A fallen planetar can communicate telepathically with any creature that has a language within 100 feet. This ability is always active.

Teleport (Sp): A fallen planetar can use *greater teleport* at will, as the spell, except that the creature can transport only itself and up to 50 pounds of objects.

Fallen Angel Template

Angels, despite being the embodiment of holiness and virtue in the cosmos, are not infallible. As each strives to promote the cause of righteousness on behalf of the Sarim or various goodly deities, each is regularly confronted by temptations. Everything from greed and lust, to envy and pride threatens the integrity of the angel. Although the vast majority never yields to temptation, there are those who, for whatever reason, succumb to some fatal flaw and fall from grace. These are the fallen angels.

The greatest number of fallen angels are known to have appeared during the earliest hours of the Prime Material. They were cast out of the Realms Above by the Sarim for their pride, wickedness, and abuse of mortal creatures. However, the greatest fallen angels were cast down after mortals populated countless worlds. Known as *The Great Fall*, this tribulation saw the likes of Belial, Eblis, and Beelzebul cast out of the Lights from on High and into the Depths Below. Although some of the better known fallen angels became terrible powers of Evil, most disappeared into obscurity, nursing their hatred against their former master and the mortals that infest the Prime even as they wallow in self-pity and despair, too proud to sincerely ask for forgiveness.

Creating a Fallen Angel

"Fallen Angel" is a template that can be added to any Outsider bearing the Extraplanar and Good sub-types (referred to hereafter as the "base creature"). The creature's sub-type changes to Evil and the creature may also assume either a Law (for diabolical) or Chaotic (for demonic) sub-type in its descriptor depending on its ethical alignment. It gains the Fallen subtype; this replaces any angelic choir subtype of the base creature. It uses all the base creature's statistics and special abilities except as noted here.

Speed: There is a 33% chance that the fallen angel loses its wings and the ability to fly. Furthermore, most angels that retain their wings (66%) experience cosmetic changes in their wings; in some cases, the wings become bat-like, vulture-like, or constantly molt.

Special Attacks: The fallen angel loses access to much of its spell-casting ability. As it is no longer part of the Celestial Choir, the fallen angel replaces all spell-like abilities bearing the Good descriptor with Evil counterparts. Thus, a fallen planetar would no longer retain the ability to cast *holy smite*, replacing it with *unholy blight*. Aside from *detect evil* (which becomes *detect good*), fallen angels lose access to any permanent spell-like effects. Fallen angels also completely lose access to any spell-like abilities with the Healing descriptor; if there is a reasonable Necromantic replacement of the same level, the fallen angel acquires it. The fallen planetar described above lost access to *lesser restoration, remove disease, raise dead, and greater restoration* and replaced these spell-like abilities with *death knell, contagion, slay living, and destruction*.

Furthermore, if the fallen angel had the ability to cast divine spells as a cleric, druid, ranger, or paladin, much of this power is drastically reduced. A fallen angel immediately loses 7 levels of innate spellcasting ability. If this would reduce the ability to 0 or less levels, the ability is completely gone (although advancement can allow this ability to return, subject to the penalty described

above). There is a 50% chance that the ability will be replaced by innate arcane spellcasting; such an alteration still suffers the loss of levels described above.

Only the fallen's spell access level suffers this penalty; the caster level remains the same. Thus a solar with a 17th level cleric spellcasting would be reduced to 10th level cleric spellcasting in terms of access to spells, though it would still be treated as a 17th level caster for the purpose of overcoming spell resistance, spell variables, and so forth.

A fallen retains access to the same number of domains, but these are changed to more appropriate ones. The Depths Below offer Chaos, Destruction, Evil, Law, Trickery and War as general choices. Swearing fealty to a specific dark lord may allow access to other domains. The Good, Healing and Protection domains are always lost.

Special Qualities: The fallen angel loses any angelic choir traits. It replaces them with the traits of the fallen subtype, as detailed below:

- Darkvision out to 60 feet, and low-light vision.
- Immunity to poison, and one of acid, electricity or fire.
- +4 racial bonus on saves against petrification.
- *Magic Circle against Good* (Su): A magic circle against good always surrounds a fallen (caster level equals the fallen's Hit Dice).
- *Teleport* (Sp): Fallen can use greater teleport at will, as the spell, except that the creature can transport only itself and up to 50 pounds of objects (caster level equals the fallen's Hit Dice).
- *Telepathy* (Su): All fallen can communicate with any creature that has a language within 100 feet. This ability is always active.
- *Cursed* (Ex): Fallen have betrayed all they once stood for and have an unsettling nature about them. A fallen suffers a -2 penalty on Diplomacy checks when interacting with good creatures, but gains a +2 bonus on all Intimidate checks.
- In the case of any other qualities not replaced as a result of losing the various choir traits and gaining fallen traits, replace any instances relating to good with the opposite. For example, damage reduction would lose the evil qualifier (since this is appropriate for good creatures) and gain the good qualifier instead. In the case of regeneration, where evil weapons or spells previously dealt lethal damage, this would be replaced by good weapons or spells.

Saves: Same as the base creature.

Abilities: All fallen angels suffer a -2 penalty to their Wisdom; however, all gain a +2 bonus to any one ability of choice save Wisdom.

Skills: Same as the base creature, adjusted for ability score changes.

Feats: Same as the base creature.

Challenge Rating: -2

Alignment: Always evil (any)

Advancement: Same as the base creature.

Gelugon (Ice Devil)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 16d8+128 (200 hp)

Initiative: +11 (+7 Dexterity, +4 Improved Initiative)

Speed: 40 ft.

Armor Class: 37 (+7 Dexterity, +21 natural, -1 size), touch 16, flat-footed 30

Base Attack/Grapple: +16/+32

Attack: +3 *cold iron spear of freezing burst* +30 melee (2d6+21+1d6 (cold) and slow 19-20/x3 +1d10 (cold)) or claw +27 melee (1d10+12)

Full Attack: +3 *cold iron spear of freezing burst* +30/+25/+20/+15 melee (2d6+21+1d6 (cold) and slow 19-20/x3 +1d10 (cold)) and bite +25 melee (2d6+6 plus disease) and tail +25 melee (3d6+6 and slow) or 2 claws +27 melee (1d10+12) and bite +25 melee (2d6+6 plus disease) and tail +25 melee (3d6+6 and slow)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Disease, fear aura, slow, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to cold, fire and poison, regeneration 5, resistance to acid 10, see in darkness, spell resistance 29, telepathy 100 ft.

Saves: Fort +18, Ref +17, Will +17

Abilities: Str 35, Dex 25, Con 26, Int 24, Wis 24, Cha 24

Skills: Bluff +26, Climb +31, Concentration +27, Diplomacy +30, Disguise +7 (+9 acting), Intimidate +28, Jump +35, Knowledge (any three) +26, Listen +26, Move Silently +26, Search +26, Sense motive +26, Spellcraft +26, Spot +26, Survival +7 (+9 tracking)

Feats: Cleave, Combat Reflexes, Improved Critical (spear), Improved Initiative, Multiattack, Power Attack

Environment: The Nine Hells of Perdition.

Organization: Solitary, team (2-4), squad (6-10) or troupe (1-2 gelugon, 7-12 barbazus, and 1-4 osyluth)

Challenge Rating: 17

Treasure: Standard coins, double goods, standard items

Alignment: Always Lawful Evil

Advancement: 17-32 HD (Large), 33-48 HD (Huge)

Fear Aura (Su): A gelugon can radiate a 10 foot radius fear aura as a free action. A creature in the area must succeed on a DC 25 Will save or be affected as though by a *fear* spell (caster level 16th). A creature that successfully saves cannot be affected again by the same gelugon's aura for 24 hours. Other devils are immune to the aura. The save is Charisma based.

Disease (Ex): A creature struck by a gelugon's bite attack must succeed on a DC 26 Fortitude save or be infected with a disease known as frigid ravaging. (incubation period 1day; initial damage 1d6 Constitution, secondary damage 1 point Constitution drain) The save is Constitution based.

Regeneration (Ex): A gelugon takes normal damage from good-aligned silver weapons, and from spells and effects with the good descriptor.

Slow (Su): A hit from a gelugon's tail or spear induces mind-numbing cold. The opponent must succeed in a Fort save DC 26 or be affected as though by a *slow* spell for 1d6 rounds. The save is Constitution based.

Spell-like Abilities: At will - *animate dead*, *charm monster*, *cone of cold*, *desecrate*, *detect good*, *detect magic*, *fly*, *fog cloud*, *greater dispel magic*, *greater teleport* (self plus 50 pounds), *ice storm*, *magic circle against good*, *obscuring mist*, *persistent image*, *polymorph*, *suggestion*, *unhallow*, *unholy aura*, *wall of ice*.

Caster level 16th; DC 17+spell level.

Summon Devils (Sp): Once per day, the ice devil may attempt to summon 2d10 lemures or 1d6 bearded devils with a 75% chance, or 2d4 osyluths, 1d6 hamatulas or another gelugon with a 50% chance. This ability is equivalent to a 6th level spell.

Possessions: A gelugon carries a +3 cold iron spear of freezing burst.

Hellcats, Maximum HD (Ultrezekira)

Huge Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 24d8+216 (324 hp)

Initiative: +7

Speed: 50 ft.

Armor Class: 26 (+7 Dexterity, +11 natural, -2 size), touch 15, flat-footed 19

Base Attack/Grapple: +24/+44

Attack: Claw +34 melee (3d6+12+1 vile/19-20)

Full Attack: 2 claws +34/+29/+24/+19 melee (3d6+12+1 vile/19-20) and bite +32 melee (4d8+6+1 vile)

Space/Reach: 15 ft. /10 ft.

Special Attacks: Improved grab, pounce, rake (3d6+6+1 vile)

Special Qualities: Damage reduction 10/good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 29, spell-like abilities

Saves: Fort +22, Ref +21, Will +17

Abilities: Str 35, Dex 25, Con 26, Int 14, Wis 16, Cha 14

Skills: Balance +34, Climb +37, Hide +26, Intimidate +29, Jump +57, Listen +34, Move Silently +38, Spot +30, Survival +30, Swim +37

Feats: Improved Critical (claw), Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Rapid Strike, Improved Toughness, Multiattack, Rapid Strike, Run, Track^B, Vile Natural Attack

Environment: Malbolge, Fifth of the Nine Hells of Perdition

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 17

Treasure: None

Alignment: Lawful Evil

Advancement: N/A

The ultrezekira, sometimes known as the 'dire hellcat', roams the savage lands of Malbolge, hunting anything that moves. Its invisible nature allows it to sneak up on the unwary, and its vicious claws and fangs make quick work of its prey. Unlike normal hellcats, the ultrezekira possesses the ability to see in darkness as true devils do, via its *devil's eye* spell like ability.

Improved Grab (Ex): An ultrezekira must hit with its bite attack to use this ability. It can then start a grapple as a free action. If it wins, it establishes a hold and can rake.

Pounce (Ex): If an ultrezekira charges, it can make a full attack.

Invisible in Light (Ex): An ultrezekira is invisible in any lighted area lit enough for a human to see. In darkness it shows up as a faint outline up to 30 feet away (60 ft. for low light vision). Magical darkness smothers this glow.

Spell-like Abilities: At will - *devil's eye*, *greater teleport* (self plus 50 pounds only). Caster level 24th.

Skills: Ultrezekira receive a +4 bonus on Listen and Move Silently checks.

Hierrmagon (Hellsmith)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 12d8+60 (114 hp)

Initiative: +5

Speed: 40 ft.

Armor Class: 26 (+5 Dexterity, +12 natural, -1 size) touch 14, flat-footed 21

Base Attack/Grapple: +12/+24

Attack: Masterwork warhammer +20 melee (2d6+8/x3)

Full Attack: Masterwork warhammer +20/+15/+10 melee (2d6+8/x3), 3 masterwork warhammers +20 melee (2d6+4/x3)

Space/reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, *summon devils*

Special Qualities: Damage reduction 10/good or silver, darkvision 60 ft., eldritch smithing, immunity to fire and poison, quick creation, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.

Saves: Fort +13, Ref +13, Will +11

Abilities: Str 27, Dex 20, Con 21, Int 18, Wis 16, Cha 10

Skills: Appraise +19 (+21 when dealing with metals), Bluff +15, Concentration +20, Craft (armorsmithing) +26, Craft (weaponsmithing) +26, Disable Device +19, Listen +10, Knowledge (metallurgy) +19, Sense Motive +18, Spellcraft +19, Spot +11, Use Magic Device +15 (+17 with scrolls)

Feats: Craft Magic Arms and Armor, Multiweapon fighting, Skill Focus {Craft (armorsmithing)}, Skill Focus {Craft (weaponsmithing)}, Craft Wondrous Item

Environment: Avernus, First of the Nine Hells of Perdition

Organization: Solitary (with 1-4 bearded devil guards), pair (with 2-8 bearded devil guards), or guild (5-10 hierrmagons, 4 barbed devils, 2-12 bearded devils)

Challenge Rating: 9

Treasure: Standard

Alignment: Always Lawful Evil

Advancement: 13-24HD (Large), 25-36 HD (Huge)

This four armed, bronze colored creature stands 9 feet tall. It holds massive hammers in all of its four hands. With an oddly beautiful rhythm, it alternates each arm as it strikes the red, hot metal before it. Sulfurous smoke billows from its gaping maw, which is lined with cruel pointed fangs. A pair of curving horns crowns its head, while a long, thick tail drags behind it. Magma bubbles from its flared nostrils when the creature notices you, and it advances with sudden speed, each arm poised to strike.

The hierrmagon is the armorer of Hell. It endlessly toils at its forge, churning out weapons for the *Blood War*. As such, one is almost never summoned to the Mortal Coil (and woe betide those who do attempt to take one away from its work.) With the help of the Soul Forges, it creates magical weaponry for the elite of Perdition's society from the spirits of damned mortals.

Combat

If a hierrmagon is actually involved in combat, which

is rare, it immediately *summons* more devils and uses its “buff” spells before wading into combat with its hammers. If it is pressed, it will use *mage’s sword* to add to its already impressive amount of attacks. Finally, if it looks as if the tide has turned against the hierrmagon, it will use *summon monster* spells to add even more combatants to the fray before teleporting away.

Eldritch Smithing (Su): The hierrmagon is capable of creating magical items. It has an effective caster level equal to its HD. It can use its spell-like abilities as the prerequisites for special item abilities. A hierrmagon must still have access to the proper spells in this manner or from scrolls to create magical items. A hierrmagon must still possess the proper feats to create magical items. Hierrmagons with 21 or more Hit Dice may take epic Item Creation Feats. Gold and XP costs are not reduced for the hierrmagon, although most work with a Soul Forge.

Quick Creation (Ex): Because of its 4 arms, a hierrmagon is capable of producing items at a much faster rate than normal. Its Craft checks to determine progress per day are done in silver pieces rather than copper, and its checks per week are done in gold pieces rather than silver. This has no effect on time spent enchanting weapons.

Spell-like Abilities: At will - *greater teleport*, *scorching ray* (3 rays); 3/day - *bull’s strength*, *fireball*, *keen edge*, *mage armor*, *resist energy*, *resistance*, *shield*; 1/day - *mage’s sword*, *order’s wrath*, *summon monster VI*, *unholy blight*. Caster level 12th; DC 10 + spell level.

Summon Devils (Sp): Once per day, a hierrmagon can attempt to summon 2d4 bearded devils with a 60% chance of success. This is equivalent to a 5th level spell.

Skills: A hierrmagon receives a +4 racial bonus on all Craft checks dealing with metal.

Feats: In combination with its natural abilities, a hierrmagon’s Multiweapon Fighting feat allows it to attack with all of its arms at no penalty.

Imp, Max HD (The Ears of Hell)

Tiny Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 9d8+18 (58 hp)

Initiative: +10 (+6 Dexterity, +4 Improved Initiative)

Speed: 20 ft., fly 50 ft. (perfect)

Armor Class: 23 (+6 Dexterity, +5 natural, +2 size), touch 18, flat-footed 16

Base Attack/Grapple: +9/+2

Attack: Sting +17 melee (1d4+1 and poison)

Full Attack: Sting +17 melee (1d4+1 and poison)

Space/ Reach: 2 ½ ft. /0 ft.

Special Attacks: Poison, spell-like abilities

Special Qualities: Alternate form, darkvision 60 ft., damage reduction 5/good or silver, fast healing 2, immunity to poison, resistance to fire 5.

Saves: Fort +8, Ref +12, Will +8

Abilities: Str 13, Dex 23, Con 14, Int 13, Wis 15, Cha 16

Skills: Bluff +15, Diplomacy +17, Gather Information +15, Hide +26, Listen +14, Move Silently +18, Sense Motive +14, Spellcraft +13, Spot +14

Feats: Flyby Attack, Improved Initiative, Virulent Poison, Weapon Finesse

Environment: The Nine Hells of Perdition

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Lawful Evil

Advancement: N/A

Even among the elite of infernal society there exists the lowly, those who are beyond notice. The imps are such creatures. Not even considered worthy of the name “devil,” these lowly creatures are forced to make their own way through Hell. The Ears of Hell are those imps who have managed to find a powerful patron among the Courtiers of Perdition, and they strive to make their wretched lives somehow worthwhile to that master, in the hopes of great reward.

The Ears of Hell are in constant competition with spinagons, which have the advantage of being devils true. Even so, the Ears often manage to make themselves useful. Since they are not bound by the same laws that govern actual devils, they can make their abusive presence known on the Prime much easier. Many an Ear has become an infernal spy upon a foolhardy mage that desired a familiar. And so the Ears shuttle information back to their dread masters in Perdition, keeping them informed of the happenings of the Prime Material.

Poison (Ex): Initial damage 1d4 dexterity, secondary damage 2d4 dexterity. DC 20 negates. The save DC is Constitution-based, and includes a +2 racial bonus.

Spell-like Abilities: At will - *detect good*, *detect magic*, *invisibility*; 3/day - *greater teleport* (self plus 50 pounds only); 1/day - *suggestion*. Caster level 9th; DC 13 + spell level. 1/week- *commune* (6 questions). Caster level 12th.

Alternate Form (Su): An Ear of Hell may assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself, except that the Ear does not regain hit points for changing form, and an individual Ear can only assume up to 5 different forms, no larger than Large in size. Common forms include small humanoids, dire wolves, dire boars, rats, ravens, and monkeys.

Kocrachon

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 9d8 + 36 (76 hp)

Initiative: +10 (+6 Dexterity, +4 Improved Initiative)

Speed: 30 ft., fly 60 ft. (good)

Armor Class: 24 (+6 Dex, +8 natural) touch 16, flat-footed 18

Base Attack/Grapple: +9/+12

Attack: Bite +15 melee (2d4+3 and poison)

Full Attack: Bite +15 melee (2d4+3 and poison) and 2 claws +10 melee (1d6+1 and pain)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Flense, pain touch, poison, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 5/good, darkvision, immunity to fire and poison, resistance to acid 10 and cold 10, sadism, see in darkness, spell resistance 20, talented torturer, telepathy 100 ft.

Saves: Fort +10, Ref +12, Will +8

Abilities: Str 16, Dex 23, Con 19, Int 17, Wis 14, Cha 17

Skills: Bluff +17, Craft (drug) +15, Craft (poisonmaking) +15, Escape Artist +16 (+18 ropes), Heal +14, Hide +13, Intimidate +20, Listen +14, Move Silently +13, Sense Motive +14, Spot +14, Use Rope +18 (+20 bindings)

Feats: Improved Initiative, Persuasive, Skill Focus (Intimidate), Weapon Finesse

Environment: The Nine Hells of Perdition

Organization: Solitary or team (4-9) or squad (3 kocrachons, 2d4 barbazus, and 2d8 lemures)

Challenge Rating: 8

Treasure: Double Standard

Alignment: Lawful Evil

Advancement: 10-18 HD (Medium), 19-27 HD (Large)

Combat

A kocrachon is a notorious coward, preferring to allow others to subdue its foes rather than risk itself. A kocrachon typically begins battle with *hold monster* and attempts to incapacitate as many foes as possible. It avoids getting drawn into melee combat, using its *greater teleport* ability to stay out of reach. A kocrachon immediately *summons* a squad of barbazus if it is outnumbered, is not sure of its foes' capabilities, or if the fight begins to go against it. Only in the presence of and under orders from greater devils will a kocrachon willingly engage in physical combat.

Flense (Ex): A kocrachon can strip the flesh from a victim who is helpless. Using its proboscis, it peels away the skin, causing the victim to suffer 1 negative level. This process takes one minute to complete, if the kocrachon is interrupted at any point during the flensing, the victim instead takes 1 point of Constitution damage.

Fleshcraft (Ex): A kocrachon can actually alter the physical and spiritual makeup of its victims. Fleshcraft requires one hour of uninterrupted work for the kocrachon. The victim must be rendered helpless the entire time and receives a Fortitude save DC 18 to resist the transformation. A kocrachon can turn its victims into any devil or fiendish animal that does not exceed the kocrachon's hit dice or the victim's hit dice (which ever is lower). An altered victim gets a Will save DC 17. If successful, the change only lasts a number of days equal to the kocrachon's spell-like ability caster level. If failed, the change is permanent.

Pain Touch (Su): A kocrachon's touch causes agony. A victim must succeed on a DC 18 Fortitude save or be stunned for one round from pain. The kocrachon can use this attack in conjunction with its claw attack or separate as a melee touch attack that deals no damage. The save is Constitution-based.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Wisdom, secondary damage 2d6 Wisdom. The save DC is Constitution-based.

Sadism (Ex): For every 10 points of damage a kocrachon deals in a round, it gains a +1 profane bonus to attack rolls, saving throws and skill checks the next round.

Spell-like Abilities: At will – *animate dead*, *contagion* (may be administered as part of a bite attack), *cure moderate wounds*, *deathwatch*, *desecrate*, *detect good*, *greater teleport* (self plus 50 pounds of objects only), *hold monster*, *inflict moderate wounds*, *liquid pain**, *magic circle against good*, *minor image*, *suggestion*, *wither limb**, *wrack**; 1/day – *symbol of pain*. Caster level 9th, save DC 13 + spell level. *From *Book of Vile Darkness*

Summon Devils (Sp): Twice per day, a kocrachon can *summon* 1d4 barbazus or another kocrachon with a 50% chance of success. This ability is the equivalent of a 4th level spell.

Talented Torturer (Ex): A kocrachon receives a

+3 profane bonus to Intimidate checks made in conjunction with torture equipment and to the Escape Artist DC set by the equipment. It also has great control over the amount of damage it deals with such devices. A kocrachon can decrease the damage dealt by a device to the absolute minimum, or increase the damage by 150%. The choice for either is made before the application of the torture device that round.

Kyton, Max HD (Chain Lords)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 24d8+144 (252 hp)

Initiative: +9 (+5 Dexterity, +4 Improved Initiative)

Speed: 30 ft.

Armor Class: 31 (+8 armor, +5 Dexterity, +8 natural), touch 15, flat-footed 26

Base Attack/Grapple: +24/+31

Attack: Chain +35 melee (2d4+10+1 vile/19-20)

Full Attack: 2 chains +35 melee (2d4+10+1 vile/19-20) and 4 body chains +35 melee (2d4+10+1 vile/19-20)

Space/ Reach: 5 ft. /5 ft. (10 ft. with chains)

Special Attacks: Dancing chains, unnerving gaze

Special Qualities: Damage reduction 10/good and silver, darkvision 60 ft., immunity to cold, regeneration 6, spell resistance 26

Saves: Fort +20, Ref +19, Will +16

Abilities: Str 25, Dex 20, Con 23, Int 14, Wis 15, Cha 16

Skills: Appraise (metalworking) +33, Climb +34, Craft (blacksmithing) +45, Escape Artist +32, Gather Information +34, Intimidate +30, Jump +34, Knowledge (local - Minauros) +29, Listen +29, Spot +29

Feats: Combat Expertise, Combat Reflexes, Improved Critical (chain), Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Vile Martial Strike (chain), Weapon Focus (chain)

Environment: Minauros, Third of the Nine Hells of Perdition

Organization: Solitary, or gang (2-4)

Challenge Rating: 14

Treasure: Standard

Alignment: Lawful Evil

Advancement: N/A

Upon their death, those who live lives of greed and avarice often find themselves bound in chains of their own forging, becoming the devils known as kytons. The most powerful of these devils are known as the Chain Lords.

The Chain Lords are the elite masters of Jangling Hiter, answering only to the Amir. Each pursues their own decadent path to wealth, but collectively they are the richest independent devils in Hell. All ultimately answer to the Archduke Mammon, of course, but he often is too busy to be bothered with false devils such as the kytons.

Dancing Chains (Su): A Chain Lord can control up to twelve chains within 60 feet as a standard action, making them dance or move as he wishes. These chains can also grow up to 15 feet in length, and sprout vicious barbs and spikes with which to rend a foe. The chains under a Chain Lord's control attack as effectively as the devil itself. If a chain is in another creature's possession, it may attempt a DC 25 Will save to break the Chain

Lord's power over that chain. If the save is successful, the Chain Lord cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession.

Unnerving Gaze (Su): The Chain Lords can make their face resemble their foe's loved ones or enemies. This is a gaze attack with a range of 30 feet. Those who fail their saves (Will save DC 25) take a -4 penalty on attack rolls for the next 1d6 rounds. The save DC is Charisma-based.

Regeneration (Ex): The Chain Lords take normal damage from good-aligned or silver weapons and from spells with the good descriptor.

Possessions: A Chain Lord's chains have an enhancement bonus of +3. Furthermore, they wrap tightly around the Chain Lord's body, creating a makeshift form of armor. This functions as +3 *chainmail* with no maximum Dexterity bonus. This function only applies to the Chain Lord itself; other creatures attempting to wear the chains as armor find them no more than magical weapons.

Lemure, Max HD (Lemure X)

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 6d8+30 (57 hp)

Initiative: +4

Speed: 20 ft.

Armor Class: 23 (+4 Dexterity, +9 natural), touch 14, flat-footed 19

Base Attack/Grapple: +6/+10

Attack: Claw +10 melee (1d6+4)

Full Attack: 2 claws +10 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, mindless, see in darkness

Saves: Fort +11, Ref +9, Will +5

Abilities: Str 18, Dex 18, Con 18, Int -, Wis 11, Cha 5

Feats: Great Fortitude, Improved Natural Attack (claw), Improved Toughness

Environment: The Nine Hells of Perdition

Organization: Solitary, pair, gang (3-5), swarm (6-15), or mob (10-40)

Challenge Rating: 4

Treasure: None

Alignment: Lawful Evil

Advancement: N/A

The Lemure X is the most powerful of its doomed and tormented caste. Stronger, faster and tougher than the standard lemure, they are no more respected. Usually found only when summoned by a Duke of Hell, they also are used in the *Blood War*, as secondary infantry troops, following the waves of their lesser brethren.

Mindless (Ex): Immunity to all mind affecting effects.

Malebranche

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 17d8+187 (263 hp)

Initiative: +2

Speed: 40 ft., fly 120 ft. (average)

Armor Class: 31 (+2 Dexterity, +21 natural, -2 size)

touch 10, flat-footed 29

Base Attack/Grapple: +17/+41

Attack: +1 *axiomatic cold iron trident* + 33 melee (3d6+25+1d6 (axiomatic)/19-20/x3) or claw +31 melee (2d8+16)

Full Attack: +1 *axiomatic cold iron trident* +33/+28/+23/+18 melee (3d6+24+1d6 (axiomatic)/19-20/x3) and bite +26 melee (3d8+8) or 2 claws +31 melee (2d8+16), bite +26 melee (3d8+8) and gore +26 melee (2d8+8)

Space/Reach: 15 ft./15 ft.

Special Attacks: Charge, fear aura, improved grab, supreme power attack

Special Qualities: Damage reduction 10/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, regeneration 5, spell-like abilities, spell resistance 26, telepathy 100 ft.

Saves: Fort +19, Ref +10, Will +7

Abilities: Str 42, Dex 15, Con 33, Int 10, Wis 9, Cha 10

Skills: Balance +4, Bluff +20, Climb +36, Diplomacy +22, Intimidate +22, Jump +22, Listen +19, Move silently +22, Spot +19, Tumble +22

Feats: Awesome Blow, Cleave, Great Cleave, Improved Critical (trident), Flyby Attack, Power Attack^B, Weapon Focus (trident)

Environment: The Nine Hells of Perdition

Organization: Solitary, pair, or squad (2d8 malebranche and 1d4 cornugon leaders)

Challenge Rating: 14

Treasure: Standard

Alignment: Always Lawful Evil

Advancement: 18-34 HD (Huge), 35-51HD (Gargantuan)

Charge (Ex): In addition to normal benefits of a charge, a malebranche can make a single gore attack that deals triple damage.

Fear Aura (Su): A malebranche can radiate a 15 foot radius *fear* aura as a free action. A creature in the area must succeed on a DC 18 Will save or be affected as though by a *fear* spell (caster level 12th). A creature that successfully saves cannot be affected again by the same malebranche's aura for 24 hours. Other devils are immune to this effect. The save DC is Charisma based.

Regeneration (Ex): A malebranche takes normal damage from good aligned or silver weapons, and from spells or effects with the good descriptors.

Spell-like Abilities: At will - *greater teleport* (self plus 50 pounds only). Caster level 17th

Supreme Power Attack (Ex): A malebranche gains a +2 damage bonus for every -1 penalty they take to their attack while using power attack. (Or +4 if using a two handed weapon)

Possessions: A malebranche usually carries a huge +1 *axiomatic cold iron trident* as its weapon of choice.

Malefircarim (Hellspawn)

Large Outsider (Abomination, Evil, Extraplanar, Lawful)

Hit Dice: 45d8+405 (765 hp)

Initiative: +16 (+8 Dexterity, +8 Improved Initiative)

Speed: 80 ft., fly 240 ft. (perfect)

Armor Class: 51 (+8 Dexterity, +34 natural, -1 size)

touch 17, flat-footed 43

Base Attack/Grapple: +45/+62

Attack: Claw +57 melee (4d6+13)

Full Attack: 2 claws +57 melee (4d6+13), bite +55 melee (4d8+6), 2 wings +55 melee (2d6+6), tail +55 melee (4d8+6)

Space/reach: 10 ft./10 ft.

Special Attacks: Fear aura, improved grab, Infernal Heir, spell-like abilities, *summon devils*

Special Qualities: Abomination traits, blindsight 500 ft., damage reduction 20/epic, good, silver, darkvision 60 ft., divine immunities, immunity to fire and poison, Infernal Might, resistance to acid 25 and cold 25, regeneration 15, see in darkness, spell resistance 45, telepathy 1,000 ft.

Saves: Fort +33, Ref +31, Will +34

Abilities: Str 37, Dex 26, Con 28, Int 35, Wis 26, Cha 29

Skills: Balance +14, Bluff +57, Concentration +57, Diplomacy +69, Disguise +57 (+63 when acting in character), Escape Artist +56, Gather Information +11, Hide +52, Intimidate +63, Jump +62, Knowledge (arcana) +60, Knowledge (history) +36, Knowledge (local - Hell) +36, Knowledge (nature) +18, Knowledge (the planes) +60, Knowledge (religion) +60, Listen +56, Move Silently +56, Search +60, Sense Motive +57, Spellcraft +66, Spot +56, Survival +56 (+62 on other planes, +62 when tracking), Tumble +62, Use Rope +8 (+14 with bindings)

Feats: Awesome Blow, Cleave, Combat Reflexes, Corrupt Spell-Like Ability, Dark Speech, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-like Ability (*mass hold monster*)

Epic Feats: Blinding Speed, Epic Devotion (chaotic), Spell Stowaway (*wish*), Superior Initiative, Tenacious Magic (*unhallow*)

Environment: The Nine Hells of Perdition

Organization: Solitary or pair

Challenge Rating: 33

Treasure: Standard

Alignment: Always Lawful Evil

Advancement: 46-60HD (Large), 61-75 HD (Huge), 76-90HD (Gargantuan)

The hell-fire red creature before you rises to a full 15 feet, its great, bat-like wings spreading to fill the altar room. A look of utter contempt fills the handsome, yet diabolical face as the blazing red eyes burn into your soul. A pair of ebon horns crowns the bald head, while black talons adorn the slender fingers. A serpentine tail, tipped with a scaly tassel, dances behind the creature. An aura of divine might suddenly radiates from its form, joining the stench of brimstone and sulfur. Adjusting its black robes with a regal gesture, the creature raises an outstretched hand at you before a ball of flame bursts from its palm. The creature laughs - a sound from the depths of The Pit - and you glimpse fang-like teeth and acrid smoke within the mouth before the fire melts your eyes.

There are only a scant few in the Realities Beyond who have encountered a maleficarim and lived to tell the tale. One of the most powerful creatures in Creation, the maleficarim (the singular form of "maleficareim")

is cloaked in mystery and fear. Countless cults and demagogues seeking to overthrow established governments can be traced back to one of these terrors. These monstrosities are the stuff of legends and this should come as no surprise as they are the direct spawn of The Overlord of Hell.

Maleficareim, more commonly known as hellspawn, are the offspring of The Overlord. When the tyrannical member of the Circle of Three plummeted into the Depths Below, his fall not only created the Nine Hells of Perdition, but his blood merged with the young plane. From the foul, hissing liquid and the essence of the newly formed Hell rose the first maleficareim, the Children of The Devil. Most of these creatures would be destroyed by their father and each other well before the Dawn of the Gods and the Days of Antiquity. A few did survive, though. The eight strongest became the original Lords of the Nine. The balance was either locked away in Stygia or Cania, or fled into hiding deep within the recesses of Hell. Their true goals unknown, these few remaining maleficareim are individuals at war with their father, their siblings, and the rest of Creation as they seek nothing less than total and complete domination of the entire Cosmos.

Maleficareim who reveal themselves to others tend to flee Hell, relocating in Acheron and sometimes Gehenna. Their vast intelligence and great charisma draws even the typically loyal pit fiend to their sides. Such maleficareim become terrible patrons of various tyrannical vices for those foolish mortals in the Prime, seeking to ascend into true divinity.

Combat

Each maleficarim is unique and fights in its own way. While some relish melee, others prefer to work from behind the walls of lackeys and servants, casting spell-like abilities on their distant foes. However, almost all maleficareim will call on their fear auras, and cast *unholy aura* and *mass hold monster* immediately upon initiating combat. Most are not afraid to use their *wish* ability if they find themselves risking defeat and few are so brave as to remain fighting when fleeing will ensure their survival.

A maleficarim's natural weapons, as well as any weapon it wields, is treated as epic, evil, and lawful for the purpose of overcoming damage reduction.

Abomination Traits: Maleficareim are treated as having Divine Rank 0. This gives them divine immunity to ability damage, ability drain, death from massive damage, energy drain, mind affecting effects, polymorphing, petrification and other form altering attacks. They are not subject to death from massive damage, and have maximum hit points per Hit Die. A maleficarim is immortal and cannot die from natural causes. It does not age, and does not need to eat, sleep, or breathe. The only way for a maleficarim to die is through special circumstances.

Maleficareim are also immune to fire, and have resistance to acid 25 and cold 25. They are affected as by a *nondetection* spell with a caster level equal to their Hit Dice. A maleficarim can communicate with any creature using telepathy within a range of 1,000 ft. and it benefits from blindsight out to 500 feet.

Fear Aura (Su): A maleficarim can radiate a 30-foot radius fear aura as a free action. A creature in the area must succeed on a DC 41 Will save or be affected as though by a *fear* spell (caster level 45th). A creature that successfully saves cannot be affected again by the same

maleficarim's aura for 24 hours. Other maleficarim are immune to this affect, although a maleficarim may select which creatures within the radius are affected. The save DC is Charisma-based.

Improved Grab (Ex): If a maleficarim hits with its claw, it deals normal damage and may immediately attempt to start a grapple as a free action that does not provoke an attack of opportunity. A maleficarim can use this ability on any creature of its size or smaller. Each round, the maleficarim may choose to conduct the grapple normally, or simply use its claw to hold its opponent (-20 on the grapple check, but the maleficarim is not considered grappled). Every round the hold is maintained, the maleficarim deals automatic claw damage to its victim.

Infernal Heir: As a direct offspring of The Overlord of Hell, the maleficarim has inherited some of The Overlord's divine might. The maleficarim possesses a special ability known to it alone. The Infernal Heir power of a maleficarim is typically on par with salient divine abilities available to demigods. An example of Infernal Heir would be the Spell Suck as possessed by the standard infernal.

Infernal Might: As a true devil, a maleficarim is unique and possesses a singular special quality. This power can be anything from a permanent spell-like ability to increased damage reduction or regeneration, or even similar to certain salient divine abilities available to demigods. An example of Infernal Might would be the Learned Spell Immunity that a standard infernal possesses. Furthermore, a maleficarim is treated as a unique creature with regards to summoning attempts like the spell *gate*.

Regeneration (Ex): A maleficarim takes normal damage from good aligned silvered weapons and from spells and effects with the good descriptor.

Spell-like Abilities: At will - *animate dead, baleful polymorph, blasphemy, blur, charm monster, create greater undead, deeper darkness, delayed blast fireball, desecrate, detect chaos, detect good, detect magic, greater dispel magic, greater invisibility, greater teleport* (self plus 1,000 pounds only), *hallucinatory terrain, hold monster, magic circle against chaos, magic circle against good, mass hold monster, persistent image, produce flame, polymorph, pyrotechnics, read magic, scrying, suggestion, symbol of pain, true seeing, unholy aura, unholy blight, unhallow, wall of fire*; 1/day- *fire storm, hellball, meteor swarm*; 1/month - *wish*. Caster level 45th; DC 19+ spell level.

Summon Devils (Sp): A maleficarim can automatically summon 8d6 nupperibos or imps, 2d6 barregons or 4 renegade pit fiends thrice per day. These devils may have double their standard Hit Dice (treat renegade pit fiends as Nessian with standard hit points, i.e. 536 hp).

Marquis Half-Fiend

This example uses a 4th level fighter/8th level dark marshal of Bael hobgoblin as the base creature. The father of the creature is Abigor.

Guldag, Doom of the East

**Marquis Half-Fiend Hobgoblin Fighter 4th/
Dark Marshal of Bael 8th
Medium Outsider (Augmented Humanoid, Native)**

Hit Dice: 6d8 (outsider) + 4d10 (fighter) + 8d10 (dark marshal of Bael) + 90 (183 hp)

Initiative: +5

Speed: 30 ft., 60 ft. (good)

Armor Class: 27 (+8 armor, +5 Dexterity, +4 natural) touch 15, flat-footed 22

Base Attack/Grapple: +18/+26

Attack: *Doombringer* +29 melee (1d8+13+1 (vile)+2d6 (vicious) plus 1 con 17-20/x2) or claw +26 melee (1d6+9+1 (vile))

Full Attack: *Doombringer* +29/+24/+19/+14 melee (1d8+13+2d6 (vicious) plus 1 con 17-20/x2) and bite +21 melee (1d8+4+1 (vile)) and claw +21 melee (1d6+4+1 (vile))

Space/ Reach: 5 ft. /5 ft.

Special Attacks: Acidic blood, blood oath (improved), dark smite 2/day, frightful presence, poison, smite good, spell-like abilities, greater warcry 2/day

Special Qualities: Corruption affinity, damage reduction 15/good, darkvision 120 ft., fast healing 2, immunity to poison, infernal rally, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 28

Saves: Fort +22, Ref +14, Will +11

Abilities: Str 23 (29), Dex 21, Con 20, Int 14, Wis 12, Cha 18

Skills: Bluff +17, Climb +21, Diplomacy +16, Disguise +4 (+6 acting), Intimidate +31, Hide +14, Knowledge (history) +11, Knowledge (the planes) +11, Listen +10, Move Silently +22, Ride +26, Sense Motive +17, Spot +18, Survival +1 (+3 on other planes), Swim +12

Feats: Combat Reflexes, Devotee of Darkness (Bael), Flyby Attack, Improved Critical (longsword), Iron Will, Leadership, Vile Martial Strike (longsword), Vile Natural Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Environment: The Ash Mountains in the Lands of the Pact

Organization: Solitary (unique) or with war band

Challenge Rating: 18

Treasure: Standard

Alignment: Lawful Evil

Advancement: By character class

Arrayed in mail that gleams with mithral and details of blood-red gold, the mighty captain Guldag raises his visor to look upon you across the battlefield. His hobgoblin features are made all the more predatory by his oversized fangs, and the batlike wings furled behind him remind you that this creature is not altogether mortal. With a sneer, he throws your captured standard to the ground, his soldiers cheering him on as he then pulls a prisoner close, disemboweling the poor man so that blue and purple entrails come boiling out to desecrate the symbol you fight beneath. The enemy unit seems bolstered by this act; you call for calm within the ranks. This will be a difficult fight.

Acidic Blood (Ex): When wounded by a piercing or slashing attack, Guldag's blood sprays outward in a 5 foot cone, dealing 1d6 points of acid damage; there is no saving throw to avoid the effect. Creatures that do not spend a move equivalent action to get the blood off them suffer the same damage on the following round.

Corruption Affinity (Su): Guldag pays half the corruption costs when using corrupt spells. If this benefit

reduces the damage to less than 1, he suffers no damage.

Dark Smite (Ex): 2/day Guldag can make a Dark Smite, adding his charisma modifier (+4) to his attack, and dealing an additional 8 points of vile damage. He may use Dark Smite simultaneously with his smite good attacks, with attack bonuses overlapping and damage bonuses stacking. Dark Smite works on any creature (unless said creature is not affected by Vile damage). In the event that a creature is unaffected by the smite, or the attack misses, that use of Dark Smite is used up for the day.

Frightful Presence (Ex): When Guldag attacks, he inspires terror in those who oppose him. All foes within 20 feet of Guldag must make a Will save DC 24 or suffer the effects of a *fear* spell. Those that save against his frightful presence are immune to it for the next 24 hours.

Improved Blood Oath (Su): Guldag is able to make a Blood Oath against an enemy that he has met in battle. As a full round action, he wounds himself while making the Oath, taking Constitution damage of up to his class level. Thereafter, he gains a morale bonus to attacks, damage, armor class, and saves against the individual whom he has sworn to defeat equal to twice the amount of Constitution damage that he took. Furthermore, he can automatically sense the focus of his Oath when within 90 feet as if by using blindsight. Guldag can only have one Blood Oath at a time. He cannot end the Oath without fulfilling it. He cannot heal the Constitution damage until such time as the Oath is fulfilled.

Infernal Rally (Su): Guldag can rally the morale of his troops through the use of eloquence coupled with humiliation and violence. This can be done 8/day. Upon giving a stirring speech to his troops (a full round action that affects allies in a 30 foot radius), he grants them a +1 morale bonus to attacks, and 1d8 temporary hit points. If, at the same time as he delivers the speech, Guldag performs an act of defiance against the enemy (kills an enemy prisoner, urinates on their standard, sets an enemy village alight, etc), he increases the morale bonus as described on the table detailing the dark marshal prestige class. Furthermore, the morale bonus is also applied to any one of the following that Guldag chooses: Fortitude saves, Will saves, armor class or damage.

The speech can last longer than one round if desired; for each round longer than one round that Guldag speaks, the effects of the rally can be delayed for a round. If, for example, Guldag speaks stirringly to his troops for 30 minutes before a battle, the effects of the rally could be delayed for up to 30 minutes, and then activated once battle was enjoined.

Guldag can attempt more than one insulting feat against his foes; in such a case the benefits stack, but only when used during the same speech as detailed in the dark marshal prestige class section. An Infernal Rally cannot bestow greater than +3 morale bonus, and the bonus lasts for 11 rounds once activated. An Infernal Rally ends prematurely if Guldag flees the field of battle, or is killed. This is a mind-influencing effect. Lemures are not immune to this effect. Guldag is not entitled to the benefits of an Infernal Rally himself.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Str and Dex, secondary damage 2d6 Str and Dex. The save DC is constitution-based.

Smite Good (Su): 1/day, Guldag can make a normal melee attack that deals 18 extra points of damage against a good character.

Spell-like Abilities: At will - *change self*, *deeper*

darkness; 3/day - *blasphemy*, *devil's eye*, *evil weather*, *hellfire storm*, *liquid pain*, *soul's shackles*. Caster level 18th, DC 14 + spell level. The save DC is Charisma-based.

Greater Warcry (Ex): Guldag can utter a Greater Warcry 2/day as a free action. All troops within 30 feet under his command (including himself) are affected as if by a *rage* spell, except that all affected creatures gain a +4 morale bonus to Strength and Constitution, and a +2 morale bonus on Will saves. The effects of the Greater Warcry last for 7 rounds. This is a mind-influencing effect that can also affect the dark marshal. Lemures and nupperibos benefit from this ability.

Note that a Greater Warcry can be used to activate the effects of an Infernal Rally. The bonuses stack.

Possessions: Guldag is armed with a +2 *cold iron vicious longsword of wounding* called *Doombringer* and wears a +3 *mithral breastplate*. He also wears a *ring of invisibility* and a *belt of giant strength* +6

Creating A Marquis Half-Fiend

Although rarely seen, it has always been speculated that unique fiends produce greater spawn. Rumors of this kind have recently been proven accurate with the appearance of so called marquis half-fiends. Infused with greater power than their lesser siblings, the vile marquis half-fiend is a virtual paragon of evil.

"Marquis Half-Fiend" is a template that can be added to any living corporeal humanoid, giant, or monstrous humanoid with an Intelligence score of 8 or more (hereafter referred to as the base creature). The parent fiend must be a unique demon, Duke of Hell, Nether Heritor, or greater arch-fiend in status.

A marquis half-fiend uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to Outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Marquis half-fiends are usually, but not always, native outsiders.

Hit Dice: Increase racial HD to d8 unless the base creature possessed higher racial HD. Marquis half-fiends gain an additional racial HD equal to one quarter of the parent fiend's to a maximum of ten.

Speed: A marquis half-fiend has bat wings. Unless the base creature has a better fly speed, the creature can fly at double base creature's land speed (good maneuverability).

Armor Class: Natural armor improves by +4.

Attacks: A marquis half-fiend has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the marquis half-fiend retains this ability. A marquis half-fiend fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A marquis half-fiend fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: A marquis half-fiend has claw and bite attacks. If the base creature does not have these attack forms, use the damage values on the table below. Otherwise, use the values found below, or the base creature's damage values increased by one die, whichever is higher.

Table 4-7: Marquis Half-Fiend Damage by Size

Size	Claw	Bite
Fine	1	1d2
Diminutive	1d2	1d3
Tiny	1d3	1d4
Small	1d4	1d6
Medium	1d6	1d8
Large	1d8	2d6
Huge	2d6	2d8
Gargantuan	2d8	4d6
Colossal	4d6	4d8

Special Attacks: A marquis half-fiend retains all the special attacks of the base creature and gains the following special attacks.

Acidic Blood (Ex): When wounded by a piercing or slashing attack, the marquis half-fiend's blood sprays outward in a 5 foot cone, dealing 1d6 points of acid damage per every 5 racial HD possessed by the marquis half-fiend; there is no saving throw to avoid the effect. Creatures that do not spend a move equivalent action to get the blood off them suffer the same damage on the following round.

Frightful Presence (Ex): When the marquis half-fiend attacks, it inspires terror in those who oppose it. All within 20 feet of an attacking marquis half-fiend must make a Will save DC equal to 10+ ½ the marquis half-fiend's HD + the marquis half fiend's Charisma modifier or suffer the effects of a *fear* spell. Those that save against the marquis half-fiend's frightful presence are immune to it for the next 24 hours.

Poison (Ex): Any creature bitten by the marquis half fiend is infected with a vile paralyzing poison. It deals 1d6 Str and Dex initial damage, and 2d6 Str and Dex secondary damage. Save DC is equal to 10 + ½ of the marquis half fiend's combined HD and class levels + the marquis half fiend's Constitution modifier.

Smite Good (Su): Once per day a marquis half-fiend may make a normal melee attack that deals additional damage equal to its HD to a good creature.

Spell-like Abilities: A marquis half-fiend may use *change self* and *deeper darkness* at will, and *unholy blight* 3/day. A more powerful marquis half-fiend possesses additional abilities as noted on the table below. Unless otherwise indicated, the ability is usable 3/day, using the fiend's combined character level and HD as the caster level. Saves DCs are equal to 10 + spell level + Cha modifier. The following list is typical for a marquis half-fiend of diabolical parentage. Those marquis half-fiends with a demonic or nether background commonly have access to different spell-like abilities.

Special Qualities: A marquis half-fiend has all the special qualities of the base creature plus the following:

- Darkvision out to 120 ft.
- Immune to poison.
- Resistance to acid, cold, fire, and electricity 10.
- Damage Reduction 15/good. This replaces any existing DR, but if a special material was needed to pene-

trate the DR before, that becomes an additional requirement.

- A marquis half-fiend's natural weapons are treated as evil and magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to the creature's HD + 10.
- Fast Healing equal to the marquis half-fiend's Constitution modifier.
- Corruption Affinity (Su): A marquis half-fiend pays half the corruption costs when using corrupt spells. If this benefit reduces the damage to less than 1, the marquis half-fiend suffers no damage.

Abilities: Increase from the base creature as follows: Str +6, Dex +6, Con +4, Int +6, Cha +6

Skills: A marquis half-fiend gains skill points as an Outsider and has skill points equal to 8 + Int modifier x (HD + 3). Do not include Hit Dice from class levels in this calculation - the marquis half-fiend gains Outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and all other skills as cross skills. Marquis Half Fiends have a +4 racial bonus on Bluff, Intimidate and Move Silently checks; these are considered class skills for a marquis half-fiend.

Challenge Rating: As base creature +6.

Alignment: Usually Evil (any)

Level Adjustment: +6

Table 4-8: Marquis Half-Fiend Spell-like Abilities by Hit Dice

Level/Hit Dice	Spell-like Abilities
7-8	<i>Devil's eye*</i>
9-10	<i>Blasphemy</i>
11-12	<i>Liquid pain*</i>
13-14	<i>Hellfire storm*</i>
15-16	<i>Soul shackles*</i>
17-18	<i>Evil weather*</i> 1/day
19-20	<i>Bestow greater curse*</i> 1/day
21+	<i>Eternity of torture*</i> 1/month

*These are found in the *Book of Vile Darkness*. If you do not have access to that book, use the normal spell list for half fiends, but treat all spells as if they had been empowered or enlarged.

Narzugon

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 13d8+78 (136 hp)

Initiative: +3

Speed: 20 ft.

Armor Class: 30 (+9 armor, +1 Dexterity, +7 natural, +3 shield), touch 11, flat-footed 29

Base Attack/Grapple: +13/+21

Attack: +1 *heavy lance* +22 melee (1d10+13 x3) or +1 *heavy pick* +22 melee (2d4+9 19-20/x4)

Full Attack: +1 *heavy lance* +22/+17/+12 melee

(1d10+13 x3) or +1 *heavy pick* +22/+17/+12 melee (2d4+9 19-20/x4)

Space/Reach: 5 ft./5 ft. (10 ft. with lance)

Special Attacks: Baleful gaze, deadly charge, fell trample, spell-like abilities, *summon devils*, unhorse

Special Qualities: Bonded mount, damage reduction 10/good and silver, darkvision 60 ft., immunity to cold, fire and poison, acid resistance 10, see in darkness, spell resistance 22, telepathy 100 ft.

Saves: Fort +14, Ref +11, Will +10

Abilities: Str 26, Dex 17, Con 23, Int 15, Wis 15, Cha 20

Skills: Concentration +22, Handle Animal +21, Intimidate +21, Knowledge (any one) +18, Listen +18, Ride +21, Search +18, Spot +18, Survival +18 (+20 tracking), Tumble +19

Feats: Improved Critical (heavy pick), Mounted Combat, Ride-by Attack, Spirited Charge, Trample

Environment: The Nine Hells of Perdition.

Organization: Solitary, pair, or squad (3-12 narzugon with mounts)

Challenge Rating: 10

Treasure: Standard

Alignment: Always Lawful Evil

Advancement: 14-39 HD (Medium)

Baleful Gaze (Su): The unmasked narzugon is a reflection of one's own sadness and inner fear. All creatures within 30 feet of the devil are affected by *phantasmal killer* (caster level 13th, DC 21). This is a gaze attack. The save DC is Charisma based.

Bonded Mount (Su): Similar to its antithesis, the paladin, a narzugon may form a supernatural bond with a mount (typically a nightmare). Forming this bond takes 1 hour. Should a narzugon's bonded mount die, it must wait 24 hours before bonding another. A narzugon's bonded mount receives the same bonuses that a paladin's mount would, using the narzugon's Hit Dice in place of paladin level.

Deadly Charge (Ex): Twice a day a narzugon may make a deadly charge if mounted. On such a charge attack, the narzugon deals triple damage with a melee weapon, or quadruple damage with a lance. An advanced narzugon makes one additional deadly charge per day for every 5 additional Hit Dice it possesses; thus a 15 HD narzugon could make 3 deadly charges per day.

Fell Trample (Ex): A narzugons may make mounted overrun attempts against as many foes as they are able to, resolving each attempt separately. The narzugon's mount receives a hoof attack against each successfully overrun foe.

Spell-like Abilities: At will - *desecrate*, *doom*, *greater teleport* (self plus mount plus 50 pounds only), *hold person*, *produce flame*, *suggestion*; 3/day - *charm person*, *major image*, *order's wrath*, *unholy blight*. Caster level 13th, DC 15 + spell level.

Summon Devils (Sp): Once per day, a narzugon may attempt to summon 1d6 bearded devils or another narzugon with a 50% chance. This ability is the equivalent of a 5th level spell.

Unhorse (Ex): If a narzugon successfully strikes a mounted opponent during a mounted charge, he may make a free bull rush attempt against the foe. If the narzugon wins, the foe is pushed backwards, but their mount remains in place.

Possessions: The typical narzugon is equipped with

spiked full plate armor, large shield, a heavy pick and a heavy lance. These all bear at least a +1 enhancement bonus, although more powerful narzugons often have greater arms and armor. A narzugon's weapons are always made from cold wrought iron.

Nephilim

This example uses a 4th level monk/4th level Dominator of Belial human as the base creature. The father of the creature is Carniveau.

Brother Dalan the Meek

Nephilim Human Monk 4th/Dominator of Belial 4th Medium Outsider (Augmented Humanoid, Native)

Hit Dice: 5d8 (outsider) + 4d8 (monk) + 4d6 (Dominator of Belial) + 42 (84 hp)

Init: +4

Speed: 40 ft., 60 ft. (good)

AC: 25 (+2 deflection, +4 Dexterity, +1 monk, +4 natural, +4 Wisdom) touch 21, flat-footed 21

Base Attack/Grapple: +11/+19

Attack: Unarmed strike +15 melee (1d10+4 +1 (vile) 19-20/x2)

Full Attack: Flurry of Blows +13/+13/+8/+3 (1d10+4 +1 (vile) 19-20/x2) and 2 wings +11 melee (1d4+2)

Space/ Reach: 5 ft./5 ft.

Special Attacks: Fiery blood, flurry of blows, gaze of iniquity, *Ki* strike (magic), presence of pain, presence of passion, punishment, smite good, spell-like abilities, stun, touch of fire

Special Qualities: Corrupted Purity, damage reduction 15/good, darkvision 60 ft., evasion, fast healing 3, immunity to disease and petrification, low light vision, resistance to acid 10, cold 10, electricity 10, and fire 10, slow fall 20 ft., spell resistance 24, still mind, true torturer

Saves: Fort +15, Ref +13, Will +16

Abilities: Str 18, Dex 18, Con 16, Int 14, Wis 19, Cha 19

Skills: Balance +12, Bluff +22, Diplomacy +8, Disguise +16 (+18 acting), Escape Artist +16 (+18 with ropes), Heal +12, Hide +16, Intimidate +28, Knowledge (religion) +14, Move Silently +20, Sense Motive +20, Spot +16, Use Rope +16 (+18 with bindings)

Feats: Combat Reflexes^B, Devotee of Darkness (Belial), Fly-by Attack, Improved Critical (unarmed strike), Improved Grapple^B, Multiattack, Persuasive, Vile Ki Strike

Environment: The Desolate South

Organization: Solitary (unique)

Challenge Rating: 13

Treasure: Standard

Alignment: Lawful Evil

Advancement: By character class

The human before you gets to his feet with a supple, feline grace. His blue-black hair is tied back with a simple leather thong to better show off his porcelain skin and flawless features. Although not generally a word you would use to describe a man, this particular one can only be described as beautiful. He wears no shirt, showing off a well toned body without a single scar. What betrays him as being more than human, though, are the angelic wings that now unfurl at his back. He is glorious

to behold, and although you see the wickedness and danger in his gaze, you feel drawn to him.

Fiery Blood (Ex): When wounded by a piercing or slashing attack, Dalan's blood sprays outward in a 5 foot cone, dealing 1d6 points of fire damage; there is no saving throw to avoid the effect. Creatures that do not spend a move equivalent action to get the blood off them suffer the same damage on the following round.

Corrupted Purity (Su): Dalan suffers one half the effect from alignment based effects that target evil alignments, such as a paladin's smite evil or a *protection from evil* spell.

Gaze of Iniquity (Su): Will DC 20 negates *charm person*. Gaze attack, range 10 feet.

Presence of Pain (Su): As a standard action, Dalan can cause all within five feet of him to suffer from intense pain. Will DC 18 negates *fear*. Caster level 13th.

Presence of Passion (Su): 4/day, Dalan can attempt to cast *charm person* on any being that has sustained more than 10 points of damage from one successful melee attack he has caused as a standard action.

The Will save DC is 18+1 for every 5 points of damage beyond 10. Those who fail this take a -2 penalty to all opposed charisma checks to resist Dalan's orders.

Punishment (Ex): Any creature that Dalan has successfully struck in melee or with a whip within the last four rounds or any creature under the influence of his Presence of Pain suffers an additional +1d6 points of damage from subsequent melee attacks. Dalan can select whether or not this extra damage is lethal or subdual in nature. Creatures that are immune to critical hits are likewise immune to Punishment.

Smite Good (Su): 1/day, Dalan can make a normal melee attack that deals 13 extra points of damage against a good character.

Spell-like Abilities: at will- *change self*, *obscuring mist*; 3/day - *blasphemy*, *fiendish clarity*, *morality undone*, *sadism*. Caster level 13th, DC 14 + spell level. The save DC is Charisma-based.

Stun (Ex): Any creature struck by both of Dalan's wing attacks must make a Fortitude save DC 19 or be stunned for one round.

Touch of Fire (Su): 4/day, Dalan may cause 1d6 points of fire damage on any successful melee or whip attack.

True Torturer (Ex): Dalan receives a +4 bonus to all checks related to torturing victims

Possessions: Dalan has little in the way of material possessions, but he does wear a *monk's belt*, and carries an unholy symbol of Belial that also functions as both an *amulet of protection* +2 and a *cloak of minor displacement*.

Creating a Nephilim

While the true Powers of Evil spawn the vile marquis half-fiends, those of the Fallen are the scions of the forsaken nephilim. These angelic children share their parents legacy of betrayal. Often they impersonate celestials or even gods with their heaven wrought beauty, sowing the seeds of discord and violence among the mortals they live with.

"Nephilim" is a template that can be added to any living corporeal humanoid, giant, or monstrous humanoid with an Intelligence score of 8 or more (hereafter

referred to as the base creature). The parent Fallen must be a Duke of Hell, Demon Lord, Nether Heritor, or greater arch-fiend in status, or have formerly been of at least Kerubim status.

A nephilim uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to Outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Nephilim are usually, but not always, native Outsiders.

Hit Dice: Increase racial HD to d8 unless the base creature possessed higher racial HD. Nephilim gain an additional racial HD equal to one quarter of the parent fiend's to a maximum of ten.

Speed: A nephilim has angel wings. Unless the base creature has a better fly speed, the creature can fly at double base creature's land speed (good maneuverability).

Armor Class: Natural armor improves by +4.

Attacks: A nephilim has two slam attacks and two wing attacks, and the slams are the primary natural weapon. If the base creature can use weapons, the nephilim retains this ability. A nephilim fighting without weapons uses a slam when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A nephilim fighting without weapons uses both slams and wings when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its wings as natural secondary attacks. If it has a hand free, it uses a slam as an additional natural secondary attack.

Damage: A nephilim has slam and wing attacks. If the base creature does not have these attack forms, use the damage values on the table below. Otherwise, use the values found below, or the base creature's damage values increased by one die, whichever is higher.

Table 4-9: Nephilim Damage by Size

Size	Slam	Wing
Fine	1	-
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A nephilim retains all the special attacks of the base creature and gains the following special attacks.

Fiery Blood (Ex): When wounded by a piercing or slashing attack, the nephilim's blood sprays outward in a 5 foot cone, dealing 1d6 points of fire damage per every 5 racial HD possessed by the nephilim; there is no saving throw to avoid the effect. Creatures that do not spend a move equivalent action to get the blood off them suffer

the same damage on the following round.

Gaze of Iniquity (Su): Those who meet a nephilim's eyes are drawn into its seductive evil. All within 10 feet of a nephilim must make a Will save DC equal to 10 + ½ the nephilim's HD + the nephilim's Charisma modifier or suffer the effects of a *charm person* spell. (This works on outsiders native to the Prime Material as well) This is a gaze attack.

Smite Good (Su): Once per day a nephilim may make a normal melee attack that deals additional damage equal to its HD to a good creature.

Spell-like Abilities: A nephilim may use *change self* and *obscuring mist* at will, and *unholy blight* 3/day. A more powerful nephilim possesses additional abilities as noted on the table below. Unless otherwise indicated, the ability is usable 3/day, using the fiend's combined character level and HD as the caster level. Saves DCs are equal to 10 + spell level + Cha modifier. The following list is typical for a nephilim of diabolical parentage. Those nephilim with a demonic or nether background commonly have access to different spell-like abilities.

Table 4-10: Nephilim Spell-like Abilities by Hit Dice

Level/Hit Dice	Spell-like Abilities
7-8	<i>Sadism</i> *
9-10	<i>Blasphemy</i>
11-12	<i>Morality undone</i> *
13-14	<i>Fiendish clarity</i> *
15-16	<i>Soul shackles</i> *
17-18	<i>Pestilence</i> * 1/day
19-20	<i>Bestow greater curse</i> * 1/day
21+	<i>Eternity of torture</i> * 1/month

*These are found in the *Book of Vile Darkness*. If you do not have access to that book, use the normal spell list for half fiends, but treat all spells as if they had been empowered or enlarged.

Stun (Ex): Any creature struck by both of the nephilim's wing attacks must make a Fortitude save or be stunned for one round. Save DC is equal to 10 + ½ of the nephilim's combined HD and class levels + the nephilim's Constitution modifier.

Special Qualities: A nephilim has all the special qualities of the base creature plus the following:

- Darkvision out to 60 feet.
- Low-light vision (Nephilim can see four times as well as a human in low light.)
- Immune to disease and petrification.

- Resistance to acid, cold, fire, and electricity 10.
- Damage Reduction 15/good. This replaces any existing DR, but if a special material was needed to penetrate the DR before, that becomes an additional requirement.
- A nephilim's natural weapons are treated as evil and magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to the creature's HD + 10.
- Fast Healing equal to the nephilim's Constitution modifier.
- Corrupted Purity (Su): Due to its celestial blood, a nephilim suffers one half the effect from alignment based effects that target evil alignments, such as a paladin's smite evil or a *protection from evil* spell.

Abilities: Increase from the base creature as follows:

Str +6, Dex +4, Con +4, Wis +4, Int +4, Cha +6

Skills: A nephilim gains skill points as an Outsider and has skill points equal to 8 + Int modifier X (HD + 3). Do not include Hit Dice from class levels in this calculation - the nephilim gains Outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and all other skills as cross skills. Nephilim have a +4 racial modifier to Bluff, Disguise, and Intimidate checks; these are considered class skills for a nephilim.

Challenge Rating: As base creature +6.

Alignment: Usually Evil (any)

Level Adjustment: +6

Nupperibo

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 3d8+3 (16 hp)

Initiative: +4 (Improved Initiative)

Speed: 20 ft.

Armor Class: 15 (+5 natural), touch 10, flat-footed 15

Base Attack/Grapple: +3/+4

Attack: Slam +5 melee (1d6+1)

Full Attack: 2 slams +5 melee (1d6+1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Burning strike

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, acid resistance 10, cold resistance 10, metamorphosis, mindless, see in darkness, spell resistance 14

Saves: Fort +4, Ref +3, Will +3

Abilities: Str 12, Dex 11, Con 12, Int -, Wis 11, Cha 6

Feats: Improved Initiative, Weapon Focus (slam)

Environment: The Nine Hells of Perdition.

Organization: Solitary, gang (2d6) or mixed mob (4d10)

Table 4-11: Metamorphosis of the Nupperibo by Hit Dice

Nupperibo Hit Dice	Metamorphosis Effect
10 HD	Intelligence +1, Wisdom +1, Charisma +1, remove Mindless trait, telepathy 50 ft., slam attack deals 1 point of Wisdom damage
11 HD	Intelligence +1, Wisdom +1, Charisma +1
12 HD	Intelligence +1, Wisdom +1, Charisma +1, wings (fly 20 ft. [poor])
13 HD	Intelligence +1, Wisdom +1, Charisma +1
14 HD	Intelligence +1, Wisdom +1, Charisma +1, <i>greater teleport</i> (self plus 50 pounds) at will
15 HD	Metamorphosis into a barregon (gate devil)

nupperibo and 4d10 lemures)

Challenge Rating: 2

Treasure: None

Alignment: Always Lawful Evil

Advancement: 4-14 HD (Medium)

A barely discernable humanoid head and a pair of pseudopods are the only appendages on what is best described as a heaving mass of red clay and mud. Aside from pock marks and dents where the eyes and nose should be, the head is featureless. Indeed, so too is the entire form. From time to time, it seems as if something buried beneath the creature's mass struggles to push free. As it reacts to your approach, shuffling aggressively towards you, whatever lies within the creature becomes even more animated...

The nupperibo is a misshapen, damned being native to the Nine Hells of Perdition. Bearing a passing familiarity to the better known lemure and sharing many of the same duties, the nupperibo is even more detested by the devils of Hell than its lower ranked cousin. Interestingly enough, a nupperibo can never be promoted into another form of devil; instead it must be demoted to a lemure in order to progress. Even more intriguing is the fact that cornugons, gelugons, and pit fiends do all they can to ensure that a nupperibo never advances beyond 9 HD; conversely, barregons often attempt to secretly coral dozens of nupperibo secretly in order to allow them to advance to 14 HD.

A nupperibo is about 5 ½ feet tall and weighs about 250 pounds. Blind, deaf, and mute, a nupperibo is susceptible to telepathic messages from other devils.

Combat

A nupperibo is dedicated to physically harming and oppressing other creatures. Although utterly mindless, it is instinctually driven to attack those creatures unassociated with Lawful Evil. It will attack any non-devil as soon as it is aware of such a creature's presence and can only be stopped by being destroyed or order to cease by a devil. Needless to say, a nupperibo has no strategy or tactic other than to seek and destroy.

A nupperibo's natural weapons, as well as any weapon it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Burning Strike (Su): A nupperibo's slam attack leaves behind a slimy residue that eats through the flesh of those it strikes. Creatures struck by the nupperibo's slam take one-half the damage the following rounds for a number of rounds equal to the nupperibo's Constitution modifier (one round for the average nupperibo).

Metamorphosis: A nupperibo that is left on its own will continue to advance, eventually beginning a metamorphosis into something greater. For every HD beyond 9 that a nupperibo advances, it gains a 1 point increase to all of its mental ability scores. It loses the Mindless trait and replaces it with telepathy 50 ft. The nupperibo also begins dealing 1 point of Wisdom damage on its slam attack. Nupperibos of 12 HD and greater grow vestigial wings, developing a fly speed of 20 feet with poor maneuverability. At 14 HD, a nupperibo gains the spell-like ability *greater teleport* (self plus 50 pounds only) at will. It should be noted that very few nupperibo survive to evolve that far. Usually they are demoted into lemures

long before any of these changes can take place.

Mindless (Ex): Nupperibos are immune to mind affecting effects.

Pit Fiend, Nessian

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 37d8+370 (666 hp)

Initiative: +17 (+9 Dexterity, +8 Superior Initiative)

Speed: 40 ft., fly 60 ft. (average)

Armor Class: 44 (+9 Dexterity, +27 natural, -2 size), touch 17, flat-footed 35

Base Attack/Grapple: +37/+62

Attack: Claw +52 melee (3d8+17)

Full Attack: 2 claws +52 melee (3d8+17), bite +50 melee (6d6+8 plus poison and disease), 2 wings +50 melee (3d6+8), tail +50 melee (3d8+8 and constrict)

Space/Reach: 15 ft. /15 ft.

Special Attacks: Constrict 3d8+34, fear aura, improved grab, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 20/epic, good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 20 and cold 20, regeneration 10, see in darkness, spell resistance 41, telepathy 300 ft.

Saves: Fort +30, Ref +29, Will +32

Abilities: Str 45, Dex 28, Con 31, Int 27, Wis 27, Cha 27

Skills: Balance +13, Bluff +48, Concentration +50, Diplomacy +56, Disguise +48 (+52 acting), Hide +41, Intimidate +52, Jump +25, Knowledge (arcana) +48, Knowledge (the planes) +48, Knowledge (religion) +48, Listen +48, Move Silently +49, Search +48, Sense Motive +48, Spellcraft +52, Spot +48, Survival +8 (+12 on other planes, +12 tracking), Tumble +49

Feats: Awesome Blow, Cleave, Corrupt Spell-like Ability, Dark Speech, Flyby Attack, Great Cleave, Improved Initiative, Multiattack, Power Attack, Quicken Spell-like Ability (*meteor swarm*)

Epic Feats: Blinding Speed, Epic Will, Superior Initiative

Environment: Nessus, Ninth of the Nine Hells of Perdition

Organization: Solitary, squad (2d4) or troupe (2d10 plus 4d10 30HD cornugons)

Challenge Rating: 29

Treasure: Double Standard

Alignment: Always Lawful Evil

Advancement: 37-54 HD (Huge)

The portal that roars into existence causes the entire temple to quake. Accompanying the flames that burst from the maw of the gate is a creature that seems much like a pit fiend at first. The great horns, bat-like wings, serpentine tail, and cloven-hoofed feet are identical to the terror of the pit. Yet, this creature towers 20 feet in height. Accompanying the flames that lick its translucent flesh is a darkness that ripples the surrounding air. The blood red form is covered in muscles and the burning, white eyes glare from a shadowy face. With terrifying quickness, it is upon you!

What lies in the depths of Nessus, the lowest of the Nine Perditions, is unknown even to the greatest Powers of Hell. None, not even the Lords of the Nine and the Heirs of Hell, are permitted access to many of the cav-

erns and lowest chambers of the fortress Malsheem without the express permission of Asmodeus. The only beings allowed to wander these forbidden paths are Aesmadeva, The Ashmadia, and the terrible Nessian pit fiends.

These beings are completely loyal to The Overlord of Hell and will do anything to ensure that Asmodeus' desires become realities. Although loyal to Asmodeus, Nessian pit fiends are often called upon by the Peerage of Perdition in combat as they tower above even the Dark Ministers and the various governors of Hell in prestige within noble circles. To Asmodeus, it is important to ensure that all of vassals reflect the proper kind of power, so most of the Lords and many Dukes of Hell have scores of Nessian pit fiends at their beck and call.

Nessian pit fiends are larger and more powerful than all other pit fiends. Nessian fiends are never promoted up from lower ranks. Instead, these monstrosities are said to be born straight from the layer of Nessus itself. However, the truth of their origin is far more terrifying. In reality, Nessian pit fiends are born from the "blood" of The Overlord's true form that lies trapped at the "bottom" of the Pit of Darkness under Malsheem.

Constrict (Ex): A Nessian pit fiend deals 3d8+34 points of damage with a successful grapple check.

Disease (Su): A creature struck by a Nessian pit fiend's bite attack must succeed on a DC 38 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d2 days, damage 1d6 Str). The save DC is Constitution based.

Fear Aura (Su): A Nessian pit fiend can radiate a 20 foot fear aura as a free action. A creature in the area must succeed on a DC 36 Will save or be affected as though by a *fear* spell (caster level 37th); the Nessian pit fiend can determine which creatures within the radius are affected. A creature that successfully saves cannot be affected again by the aura for 24 hours. Pit fiends, higher ranked devils, and any others so selected by the Nessian pit fiend are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the Nessian pit fiend must hit with its tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the Nessian pit fiend wins the grapple check, it establishes a hold and constricts.

Poison (Ex): Injury, Fortitude DC 38, initial damage 1d8 temporary Constitution, secondary damage death. The save is Constitution based.

Regeneration (Ex): Nessian pit fiends take normal damage from good-aligned silver weapons, and from spells or effects with the good descriptor.

Spell-like Abilities (Sp): At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *desecrate*, *detect good*, *detect magic*, *fireball*, *greater dispel magic*, *greater invisibility*, *greater teleport*, *magic circle against good*, *mass hold monster*, *persistent image*, *power word stun*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, *wall of fire*; 3/day - *meteor swarm*, *symbol of pain*, 1/month - *wish*. Caster level 37th; save DC 18 + spell level.

Summon Devils (Sp): Thrice per day, a Nessian pit fiend can automatically summon 4 lemures, barbazu, or osyluths, or 3 cornugons, erinyes, gelugons, or hamatulas. This is equivalent to a 9th level spell.

Spinagon (Spined Devil)

Small Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 5d8+5 (27 hp)

Initiative: +10 (+6 Dexterity, +4 Improved Initiative)

Speed: Fly 120 ft. (average)

Armor Class: 22 (+6 Dexterity, +5 natural, +1 size), touch 17, flat-footed 16

Base Attack/Grapple: +5/+1

Attack: Talon +12 melee (1d6+1d6 fire and blaze) or spike +12 melee (1d6+1d6 fire and blaze)

Full Attack: 2 talons +12 melee (1d6+1d6 fire and blaze) or 2 spikes +12 melee (1d6+1d6 fire and blaze)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blaze, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 16, spike generation, telepathy 100 ft.

Saves: Fort +5, Ref +10, Will +6

Abilities: Str 10, Dex 23, Con 12, Int 8, Wis 14, Cha 15

Skills: Bluff +13, Diplomacy +10, Hide +22, Listen +10, Move Silently +14, Search +7, Spot +10

Feats: Improved Initiative, Weapon Finesse

Environment: The Nine Hells of Perdition.

Organization: Solitary or flock (2d4 spinagons)

Challenge Rating: 4

Treasure: None

Alignment: Always Lawful Evil

Advancement: 6-15 HD (Small)

Level Adjustment: +4

Blaze (Su): A spinagon is constantly wreathed in tiny flickering flames. Any creature struck by its talons or spikes must make a Fortitude save DC 13 or catch on fire, taking 1d6 points of fire damage per round until extinguished. Rolling on the ground grants one a +2 circumstance bonus on the save. Holy water immediately quenches the flames. The save DC is Constitution-based.

Spell-like Abilities: At will - *change self*, *greater teleport* (self plus 50 pounds only), *produce flame*, *stinking cloud*, *suggestion*; 3/day - *hold person*, *minor image*. Caster level 5th; save DC 12 + spell level.

Spike Generation (Ex): A spinagon can launch 2 barbed spikes from its body each round as standard action. The spikes re-grow within a round, giving a spinagon unlimited ammunition.

Summon Devils (Sp): Once per day, a spinagon can attempt to summon 1d3 spinagons with a 35% chance of success. This is equivalent to a 3rd level spell.

Squamugon (Scaly Devil)

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 8d8+32 (68 hp)

Initiative: +3

Speed: 30 ft., fly 60 ft. (good)

Armor Class: 22 (+3 Dexterity, +9 natural), touch 13, flat-footed 19

Base Attack/Grapple: +8/+14

Attack: Tail +14 melee (1d6+6+1d4 elemental damage)

Full Attack: Tail +14 melee (1d6+6+1d4 elemental damage) and 2 claws +12 melee (1d4+3) and 2 wings +12 (1d4+3)

Space/Reach: 5 ft./5 ft. (10 ft. with tail)

Special Attacks: Elemental affinity, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison (see below), infernal channeling, regeneration 2, resistance to acid 10 and cold 10 (see below), see in darkness, spell resistance 19, subdue, telepathy 100 ft.

Saves: Fort +10, Ref +9, Will +6

Abilities: Str 22, Dex 16, Con 18, Int 11, Wis 10, Cha 12

Skills: Balance +8, Bluff +12, Concentration +15, Diplomacy +9, Disguise +7 (+9 acting), Hide +14, Intimidate +14, Knowledge (arcana) +11, Knowledge (nature) +2, Knowledge (the planes) +6, Listen +11, Move Silently +8, Search +5, Spellcraft +15, Spot +11, Survival +5 (+7 on other planes, +7 tracking), Use Magical Device +8

Feats: Magical Aptitude, Multiattack, Power Attack

Environment: The Nine Hells of Perdition

Organization: Solitary, team (2-6), or troupe (1-2 squamugons, 2-12 lemures)

Challenge Rating: 7

Treasure: Standard goods, double items

Alignment: Always Lawful Evil

Advancement: 9 - 16 HD (Medium); 17 - 24 HD (Large)

As the wizard prepares another feat of arcane might beyond your expectations, you notice a diabolical figure standing behind him. Tall and lithe, the being is covered in scales and spines like black enameled plate armor. A pair of bat-like wings is folded against its back and a serpentine tail with a nasty stinger waves menacingly. The horned head is somewhat draconic. The creature's lips stretch into a sinister grin as it notices your attention. Waving a taloned hand, a small ball of flames races from the being's finger simultaneously with the bead of flame cast by the wizard, both headed in your direction.

The squamugon is one of the most commonly encountered devils outside of Hell. Roughly ranking with a barbaz, the squamugon captures the physical image of all things diabolical. Unlike most devils, the squamugon enjoys loyally serving pitiful mortals for as long as possible. While erinyes seek out mortals who seek power over others, squamugons pursue those lacking in wisdom and common sense in their pursuit for more personal power. The overwhelming numbers of victims taken by squamugons are counted among bards, sorcerers, and wizards. Each of these classes benefit greatly from the presence of a squamugon until, eventually, the power they have gained from their diabolical "servant" proves too much for them.

Until recently, it was believed that there were five different varieties of squamugons. In reality, there is only one squamugon type that has five different sub-ranks. These ranks, based upon colors, have typically identified squamugons with chromatic dragons and their mistress, Tiamat. While there is certainly some kind of connection between dragons and squamugons, these scaly devils are slaves of Hell like all other devils and owe no special fealty to the Queen of Dragons.

A squamugon stands about 6' and weighs about 250 pounds.

A squamugon speaks Infernal, Common, and Draconic.

Combat

A squamugon prefers to fight alongside its "master," knowing that it is not only more likely to defeat its foes, but that its master is more likely to come to a nasty end by utilizing the squamugon's bolstering powers. A squamugon will often pull its punches against weaker foes, ensuring that its master casts more spells. In such situations, the squamugon will remain in the background, casting produce flame or pyrotechnics. If given the opportunity, it will offer suggestions to its master to take advantage of its presence and cast stronger magic.

In situations in which it is battling worthy adversaries, the squamugon will take to the air and will attempt to summon reinforcements. It will then attack with its tail and dispel magic.

Most adversaries of wizards approached by a lowly peasant chafing under an evil mage never know that they were approached by an *altered* squamugon who believed that the time had come for its master to fall into Perdition.

Elemental Affinity (Su): A squamugon promoted from spinagon rank is accorded the rank of White. Essentially, the squamugon is perceived as starting out with a "clean slate" both in terms of record and in terms of its descent into true depravity. In order to be promoted to the next station, the White squamugon must successfully lead nine mortal spellcasters into Perdition. While most such accomplishments are due to the squamugon's unique powers, this need not be the case. Once the squamugon achieves its duty, it is promoted to the rank of Red during which time it must again lead nine mortal spellcasters into Hell. Beyond Red are the Blue, Green, and Black ranks.

Each rank is associated with elemental power and travel restrictions within Hell as follows (unless otherwise noted, the squamugon retains the immunities and resistances listed above):

White: Deals cold damage and gains cold sub-type (suffers fire damage when beyond Hell). Restricted to Stygia and Cania.

Red: Deals fire damage and gains fire sub-type and loses cold resistance 10. Restricted to Avernus, Dis, Minauros, Phlegethos, Malbolge, and Maladomini.

Blue: Deals electrical damage and is immune to electricity. Free range in Hell.

Green: Deals acid damage and is immune to acid. Free range in Hell.

Black: Deals corrupt damage and may select any one elemental immunity. Free range in Hell.

Infernal Channeling (Ex): A squamugon can select to grant this boon to any arcane spellcaster possessing fewer caster levels than its HD. When within 20 feet of the selected spellcaster, a squamugon bolsters the beneficiary's casting power by three levels. In most cases, the beneficiary only sees a bonus in his caster power; i.e. while a 6th level sorcerer would have an unmodified spells per day spread of 6/6/5/3, he would cast such spells as a 9th level caster. This boost may be used up to three times per day at no penalty and may be activated as a free action by the caster.

After three spells have been cast at the enhanced level in a day, the squamugon's threat begins to impose itself. For each additional spell cast after the third, the caster suffers a 10% chance of the spell backfiring. If the spell

is intended to cause damage or adversely affect another being, the spell instead affects the caster or else another individual of the squamugon's choosing. Thus, if a fireball is cast by a 6th level sorcerer, but is enhanced to 9th level in terms of its variable effects and range, the sorcerer would suffer a 10% chance of the spell backfiring, either causing harm to himself or to another nearby ally if the sorcerer's squamugon "servant" so desired.

Whenever the caster uses spell completion devices, he suffers a -3 penalty to checks for magic beyond his capacity. When using spell trigger devices, the caster must be at least the same level as that necessary to create the item.

Any time a backfire occurs, there is a flat 10% chance that the caster dies immediately even if he did not suffer enough damage. If the caster dies by this 10% chance or due to the damage caused by a backfire, his soul is trapped within his body for a few precious moments during which time his bonded squamugon will offer him a bargain. The caster may return to life immediately at that moment and permanently retain a +2 bonus to his Intelligence or continue into the afterlife. If the caster accepts, he returns as irredeemably Lawful Evil and a slave to Hell; he is usually contacted by a devil with a challenge rating equal to his character level +3 or more and given instructions as to his new role in the Material Plane. If the caster declines the offer, his soul progresses to its final destination in the Realities Beyond.

Regeneration (Ex): A squamugon takes normal damage from good-aligned silver weapons and from spells or effects with the good descriptor. A squamugon also suffers maximum damage from holy water, which ignores its regeneration.

Spell-like Abilities (Sp): At will - *alter self*, *charm person*, *command*, *desecrate*, *detect good*, *dispel magic*, *greater teleport* (self plus 50 pounds only), *produce flame* (or acid or electricity or cold or corruption depending on the elemental affinity), *pyrotechnics*, *scare*, *suggestion*. Caster level 8th; DC 11 + spell level.

Subdue (Ex): If defeated in battle or confronted in a hostile manner by an arcane spellcaster, a squamugon may be subdued and forced into servitude. The spellcaster must make an Intimidate check, receiving a +1 bonus per caster level, against the squamugon. A successful Intimidate check results in the squamugon behaving under the effects of *planar binding* as cast by a 12th level caster (or the character's caster level, which ever is higher). The *binding* lasts for one day per point by which the squamugon failed the check. Squamugons often intentionally lose these contests in order to lure arrogant spellcasters into Perdition.

Summon Devils (Sp): Once per day, a squamugon can attempt to summon 2d6 lemures with a 50% chance of success, or 1d4 squamugons of the same elemental affinity with a 35% chance of success. This ability is equivalent to a 4th level spell.